Dwarf Fortress => DF Community Games & Stories => Topic started by: Drokles on October 18, 2014, 05:02:16 am

Title: The Hastening of Doomforests

Post by: **Drokles** on **October 18, 2014, 05:02:16 am**

The cry of the cold wind warns us of the presumed torment which is to come as we trudge through this sparse forest. It's damned cold this time of year, and the trees offer little protection from the winds.

Stripmining has left the mountainhomes empty. Our expedition of seven is expected to uncover vast mineral deposits and establish a mining outpost in a land beset on all sides by goblins, elves and humans.

The frozen over brook which ends in a waterfall atop a high cliff is a telltale sign. I turn to Urist and tell him to stop the caravan.

This must be it, we have reached Doomforests.

I hear a distant screech.

Armok have mercy on our souls.

_____.-*'º¬14 YEARS LATER-º'*-.____

I think SkaiaMechanic nailed it when he wrote this: Quote from: SkaiaMechanic on December 24, 2014, 01:53:15 am

This is my first ever post on here. I've been lurking for a long time, enjoying the community and stories. I knew I had to comment on this.

This fortress is a hilarious disaster of a disaster that got covered in frozen poisonous blood. It doesn't have the length yet to match some of the older epics, but there's been almost as much activity. Who makes a weredwarf an integral part of an offshoot community? How can a fort be so confusing and disastrous that an entire offshoot society appears as well as random night turnings that no one seems to notice for several years? Who wins by throwing dwarves at an immune FB, barely killing it with the last person with a weapon, only to have seconds later arrive another FB appear and dash into the fortress that's twice as bad? Soap worshipers? No decent military to speak of the entire time? Having all the useful supplies down in the caverns that are filled with dangerous creatures that just waltz right in half the time? Any one of these is Dwarf Fortress. All together, this is Doomforests.

List of Players:

Spoiler (click to show/hide)

- Drokles
- Salmeuk
- Ethan741
- Tonnot98
- Drazoth
- PsychoAngel
- Taupe
- nekoexmachina
- mate888
- Salmeuk
- maxcat61
- DroklesSkaiaMechanic
- SkaldMeClidill
 Tauna
- Taupe
- Iamblichos Drazoth
- Ethan741
- PsychoAngel
- GalenaPyroTechno
- Maxcat61
- mate888
- IamblichosTheFlame52
- Gwolfski
- Taupe
- TheFlame52
- Drazoth
- Mate888
- Exodius1
- TheFlame52
- Kevral

Read these rules and follow them

Spoiler (click to show/hide)

- Sign up in this thread for one year of gameplay.
- Complete your turn within two weeks. [spoiler](no one actually follows this rule, but *you* should lol) Do not sign up unless you **know** you can do this. If you cannot complete it within the two weeks then post the save and let someone else take over.*
- Don't cheat, but savescumming is all right if you are otherwise losing the fort. TL;DR No gamebreaking exploits.
- When uploading your savegame, let us know what version of DF you used.
- Have !!FUN!! Try not to play so safe that it gets boring <a>
- Write updates with lots of images and some cool descriptions of what's going on.

A few things:

Don't worry if you're inexperienced with DF. You can still play! The most important thing is to be creative. Use the wiki if you wanna do something but are unsure how. Use this page (http://dwarffortresswiki.org/index.php/DF2014:Quickstart_guide) to figure out the very basics. The good thing about new players is that they may introduce lots of !!FUN!! to the game.

You should try to keep the fortress going without everything spiralling into chaos, but don't worry too much if a few dorfs are dying horribly. That's part of the !!FUN!! Try to play somewhat creatively. If nothing cool is going on in your game, then *start* something by yourself.

Try to keep the fortress efficient, i.e. avoid too narrow corridors in high traffic areas, try to optimize stockpiles (it's greatly appreciated if you make the effort, but for some it's probably a bit boring.)

If you end up having loads of lag, then maybe the best idea is to ask how to deal with it in this thread.

For playing and chronicling your turn at the same time I recommend using Monosnap (http://monosnap.com/welcome) as the most convenient way of uploading screenshots.

History of Doomforests

1050 (http://www.bay12forums.com/smf/index.php?topic=144852.msg5741922#msg5741922): Doomforests is founded by Drokles. Things start out well until a weregopher decides to drop by and kill half of the dwarves. Two dwarves are walled in and left to die. 1051 (http://www.bay12forums.com/smf/index.php?topic=144852.msg5756091#msg5756091): Salmeuk steps up to take over after Drokles has a nervous breakdown. This is the year when Vutok bit a minotaur and shook him around by the head to save the fort. Crazy shit going down left and right, this year was just insane.

1052 (http://www.bay12forums.com/smf/index.php?topic=144852.msg5767403#msg5767403): As Ethan741 takes over, the fort is somewhat stable. Not for long though as an unforgotten beast appears in the form of a very hairy viper. The overseer progressively loses his sanity during the course of the year. I honestly can't blame him. (Seriously, the writeup of this year is really good. Read it now.) 1053 (http://www.bay12forums.com/smf/index.php?topic=144852.msg5808106#msg5808106): The year begins and ends with a goblin siege. Due to the complete lack of any kind of military power the population plummets to about a third. The year ends with the entire population under Drazoth's leadership trying to avoid contact with one goblin who has taken up residence within the fortress. 1054 (http://www.bay12forums.com/smf/index.php?topic=144852.msg5821837#msg5821837): Psychoangel introduces the Hall of Mortality to the wonders of soap. The fort falls silent, and apart from disturbing reports delivered by refugees from Doomforests to the Ministry of Not Dying Horribly, nobody knows what is happening on the inside. Expect that it involves soap in one way or the other. 1054, Malachite (http://www.bay12forums.com/smf/index.php?topic=144852.msg5883546#msg5883546): The Ministry of Not Dying Horribly intervenes by sending Taupe to take over. The horrendous state of the fortress is finally brought into the light of day only a few weeks before everything spirals into chaos. Tantrums, werebeasts and a winged snail finally conspire to violently end the fort. Or not.. Stay tuned.

I don't even fucking know what to say about this year, man. Just read the damn thing and try not to divide by zero. I need to stop doing this and turn my life around, if you need me try searching some naturalist commune in Greenland.

1055 (http://www.bay12forums.com/smf/index.php?topic=144852.msg5900127#msg5900127): Good lord, the fort is still standing, isn't it? With another forgotten beast appearing in the form of a goat right after the snail last year, we were off to a suboptimal start. Also this year a goblin became minister of agriculture, a battle royale played out between the goat, a goblin army, a minotaur, some crundles and two crazed vampires. Finally, we were saved by a wall of soap.

We are sad to admit that Psychoangel, in his own way, has saved this fort twice.

1056 (http://www.bay12forums.com/smf/index.php?topic=144852.msg5913423#msg5913423): Conspiracies, Cults, and Crazies. Mate888 takes back the fort and fights off the Elven Menace while everyone else sits around reading history books. We are proud that the end of this year may for once see the fort in a better shape than the beginning.

1057 (http://www.bay12forums.com/smf/index.php?topic=144852.msg5968643#msg5968643): The Great Migration. Fath, a legendary miner, was consumed by a mysterious spirit calling itself "Salmeuk." Her questionable appointment as overseer led to a new fortress being carved deep in the caverns, with the most important goods being dropped down via a channeled shaft. Barely up and running before the end of the year, the dwarves are unsure as to what their future holds.

1058 (http://www.bay12forums.com/smf/index.php?topic=144852.msg6004621#msg6004621): The Curse of Doomforests returns as Maxcat61 takes the reins. Work on the new fort continues as more Forgotten Beasts show themselves in the depths and a vampire flips off the Overseer. But the largest danger may yet come from above, where the trolls and goblins gather. New rivers flow and a prophesy is carved upon an Artifact Coffin, which may soon deliver upon it's ghastly omen.

1059 (http://www.bay12forums.com/smf/index.php?topic=144852.msg6019141#msg6019141):Lesser empires fall, but Doomforests still thrives. SkaiaMechanic picks up the overseer hat and works on Total Safety Project. Dwarves of Doomforests lead more peaceful lives, but then a vile force of darkness arrives, preceding visit of a minotaur later on. Forgotten ones lurk in the depths, taking lives of dwarves unwary enough to enter their kingdom. With new migrant waves, new cults born alongside older sects. The Dwarven Inquisition takes first steps against heretics and a great war ensues shortly after. (thanks Dark one!)

1060 (http://www.bay12forums.com/smf/index.php?topic=144852.msg6067765#msg6067765):Iamblichos

1061 (http://www.bay12forums.com/smf/index.php?topic=144852.msg6082171#msg6082171):Drazoth

1062 (http://www.bay12forums.com/smf/index.php?topic=144852.msg6118904#msg6118904):Ethan741

1063 (http://www.bay12forums.com/smf/index.php?topic=144852.msg6175248#msg6175248):Psychoangel

1064 (http://www.bay12forums.com/smf/index.php?topic=144852.msg6320879#msg6320879):PyroTechno

1064, Timber (alternate timeline) (http://www.bay12forums.com/smf/index.php?topic=144852.msg6325337#msg6325337):maxcat61

Quotes:

Spoiler (click to show/hide)

Quote from: Drokles on October 19, 2014, 11:36:26 am

Now can you guess who was hiding away in the workshop while this was happening? Atir faffing Idsanad, that's who. He finally finished whatever he was working on and became a legendary engraver in the process. Just in time to mop up the remains of his friends.

Quote from: Drokles

This is turning out to be a collection of examples of how to not run a fortress.

Quote from: Salmeuk on October 27, 2014, 11:36:25 am

In a moment of clarity, I realized my hasty orders to search for running water had not only killed many more dwarfs than simply Vutok, they had also accomplished nothing.

Quote from: Ethan741 on October 30, 2014, 07:27:49 pm

Okay! So apparently, a GIANT SPIDER FROM HELL decided to clamber up our heavily fortified stairs. Nekoexmachina, who happened to be watching at the time, took the brunt of the spiders onslaught. While he put of a good fight, thrashing and screaming, in the end, he just got his throat torn out. As I shook my head in shame, and wrote down another order for a stone coffin, I heard a horrible screetch. Neko decided to shrug of the piercing of, let's say, three arteries, and proceeded to TEAR OUT each one of the spiders eyes, screaming from both his mouth and throat at the same time while doing so. He then proceeded to go to the dining room and get a drink.

Quote from: Ethan741 on October 30, 2014, 07:27:49 pm

I'm in a world of shit.

Quote from: Ethan741 on October 31, 2014, 07:18:11 pm

We had a thief today. Upon peeking in the front doors, she looked horrified, and ran off. I don't blame her.

Quote from: Drazoth on November 19, 2014, 07:57:52 pm

We are running out of space in the coffin room, so I order it expanded.

Quote from: PsychoAngel on November 27, 2014, 09:42:30 am

SOAP OPERATIONS ARE GO, LADIES AND GENTLEMEN.

Word Furnace

Make Wish

R

Make Lye

Make Spap from tallow

Oh boy, I can't wait for this! No more will injured dwarves be infected due to lack of cleanliness! No more will our dwarves be filthy! No more will we be without a place to put our insane! SOAP HAS ARRIVED!

Quote from: Taupe on December 17, 2014, 07:43:01 pm

Ok, so after a brief overview of the fort, the first 3 persons I encountered were a rotting dwarf carcass in the middle of a staircase, a troglodyte overcome by terror, and a crundle sitting on a pile of copper armor at the bottom of the earth, in a room overseing a giant volcano. the crundle was also overtaken by terror.

What. The fuck. Have you guys created.

Quote from: Taupe on December 18, 2014, 02:24:32 pm

This is moving rather slowly, since i spend most of my time browsing the fort while paused, or facepalming. I just woke up, but this thing kept me awake and pondering until like 7 am.

Quote from: Taupe on December 27, 2014, 01:53:12 am

I won't lie, playing trough this turn was one of the most intense and satisfying experience I had with gaming ever. What truly made it awesome for me was not simply the absurd amount of trouble that was thrown at me, but the way everything tied up together nicely at the end...

Quote from: mate888 on January 03, 2015, 05:15:24 pm

Also, we have a cheesemaker, a peasant, a fish dissector and a thresher. I think we have a scouting force now! Welcome to Doomforests, my glorified meatshields!

Quote from: Taupe on January 21, 2015, 12:22:54 am

The purple overseer hat weights heavily on one's head. Some would argue that the leadership of Doomforest is uneasy to bear for too long. Others would simply suggest that we don't craft the next overseer hat out of rutile.

Quote from: maxcat61 on February 05, 2015, 07:54:07 pm

Moonstone 7th

There were no migrants this season. Baby minister was among the dead.

Quote from: SkaiaMechanic on March 02, 2015, 05:22:16 pm

Trying to remove a curse in Doomforests is like trying to drain a river with a bucket.

Quote from: TheFlame52 on March 28, 2015, 07:14:12 pm

Woo. Finished the thread. I liked the part where lots of dwarves died.

Cults

Quote from: TechnoXan on June 25, 2015, 01:33:53 pm

Spoiler: The Mechatechno Sect (click to show/hide)

Cult name: The Mechatechno Sect

Leader: TechnoXan

Alignment: Good? Mostly independent, focused on self gain, and Crundles...

Description: The Mechatechno sect is ages old carried down by great engineers and their apprentices. Dedicated to science, machines, and Crundles. Nature is important to the sect, but only to exploit and use. We aren't stinking Elves after all. Crundles have been discovered as hyper intelligent and are now fully devoted to the cause. The creatures are incredible in their ability to advance through years of social practices in mere weeks. The caverns are the holy grail to the sect. Home to native Crundles as well as magma, steam geysers, other exotic animals, ores, and perfect architectural opportunities. The caverns are paramount in the Mecha plans and must be protected at all costs. The sect always wins. Their is no way to stop the unending tide of science and progress.

TechnoXan. TechnoXan would drive a crundle to vandalism. - Taupe

Necromantic cults practicing evil magic! Vampire worshippers and... Another one, I don't really know what they do apart for venturing into the deeps and scaring the crundles away, for they are irrelevant, but that doesn't make them less evil! - Mate 888

Quote from: mate888 on July 01, 2015, 07:19:32 pm

Spoiler: The Inquisition (click to show/hide)



Name: The Inquisition/The Dwarven Inquisition
Alignment: Good? Well, "good" doesn't exist, but they will do their best efforts to murder evil.

Description: Fanatics devout to Armok, they were created by the ex-overseer Mate the 888th to kick out vampires, necromances and the occassional crundle molester from the fortress. They did impressively well, for a sect whose only attacks are to set kobolds on fire and hide extremely flammable liquid inside a corpse's anus.

They are ongoing to this day, trying to get in control of the fort and rid it from evil.

Quotes: "Those fucking zealots"-Taupe
"Those fucking zealots"-Drazoth
"Those fucking zealots"-Dark One

"Those fucking zealots"-MechaTechno

Quote from: Drazoth on July 07, 2015, 11:47:43 am



Name: No formal name. Alignment: Unknown

Description: In a small fortress far away from DoomForests, there lives a mother and her ten sons. The sons are all named Drazoth because their mother was too lazy to come up with names for each of them, and mostly refers to them by the number corresponding to the order in which they were born. This lack of imagination is because she was mostly focused on her other ambitions. Years were spent plotting and preparing her sons for the tasks ahead of them. No one outside the family knows what exactly those are, nor what the end goal may be, all that is known is that DoomForests plays an important role in all of this.

Couldn't think of any appropriate quotes. Let me know if you know of one and I'll add it to the summary.

This post is now maintained by Salmeuk, with Drokles having been kind enough to let me take his place. PM Salmeuk if you want a question answered.

Title: Re: The Fate of Doomforests Post by: Salmeuk on October 18, 2014, 06:42:27 am

This post now contains Doomforest's current turn list.

Turn List:

Drokles

Salmeuk

Ethan741

Tonnot98

Drazoth PsychoAngel

Taupe

nekoexmachina

mate888

Salmeuk maxcat61

Drokles

SkaiaMechanic Taupe

Iamblichos Drazoth Ethan741 PsychoAngel Galena PyroTechno Maxcat61 mate888 Iamblichos TheFlame52 Gwolfski Taupe TheFlame52 Drazoth Mate888 Exodius1 TheFlame52 Kevral jwoodward48df TechnoXan? Sacasco Gwolfski Sanctume Taupe Drazoth PsychoAngel TheFlame52

TheImmortalRyukan

Imic

Originally compiled by Sacasco

Original post from October 18, 2014:

Spoiler (click to show/hide)

Yes! I've been waiting for a chance to grab a spot - I haven't played one of these since 2-d. You will be documenting your turn, I assume? Any chance we could get a few screenshots of the fortress / a DFMA upload when you're finished?

With a name like Doomforests, it's bound to succeed!

Title: Re: The Fate of Doomforests
Post by: Drokles on October 18, 2014, 07:36:17 am

Welcome aboard Salmeuk!

Yea, it's pretty much as you describe there. As far as I know there is no tool for linux which compresses map images into the DFMA format. But I'll definitely get some screenshots uploaded.

I also feel like the name couldn't be better :D.

Excited to have such an enthusiastic player take over after me, I think this is going to be good.

Title: Re: The Fate of Doomforests
Post by: Drokles on October 18, 2014, 09:09:06 am

Spoiler (click to show/hide)

You have arrived. After a journey from the Mountainhomes into the forbidding wilderness beyond, your harsh trek has finally ended. Your party of seven is to make an outpost for the glory of all of Amost Sat. There are almost no supplies left, but with stout labor comes sustenance. Whether by bolt, plow or hook, provide for your dwarves. You are expecting a supply caravan just before winter entombs you, but it is Spring now. Enough time to delve secure lodgings, ere the dingoes get hungry. A new chapter of dwarven history begins here at this place, Ukbodfotthor, #Doomforests#. Strike the earth!

Our story begins in the spring of 1050

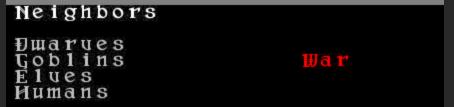


Finally, having seen enough senseless violence and madness I had returned to the Town of Stroking. As the name of our Mountainhomes suggests, most dwarves from there are a bunch of useless bastards. We'd gotten by so far by our dumb luck. Having had an abundance of gold and precious stones readily available to us we traded ourselves to an abundance of food, weaponry and crafts. We barely needed to work.

Now that the mountain is bled dry, rather than earn some degree of self reliance, the Strokers at home saw fit to send me and a bunch of other good dwarves on suicide missions in search of more gold. Needless to say I've seen more death than gold and only barely managed to survive long enough to return home.

Our nobility mistakenly think that survivors like me gain in experience and strength through our trials. But those of us who have already played a part in this mad expansionist skirmish know only the cold hand of death which now torments us in our dreams.

Spoiler (click to show/hide)



Being at war with the Goblins we have been sent to this outpost regardless. Perhaps we are expected to soak up their violence in place of the bastards at home.

The elves are sure to be a nuisance to us as well. Be it by their hand, or that of some unmentionable ancient darkness lurking in the bowels of the Earth, we are certain to face hardships here.

Sooner or later someone will come to get us. Mark my words, they always do!

As our caravan makes its way towards our final resting place, I ponder its name. *Doomforests*, what kind of sick bastard came up with that? Not to mention, our group has been named the Halls of Mortality. Not even the dullards at home expect us to succeed...

Granite 15:

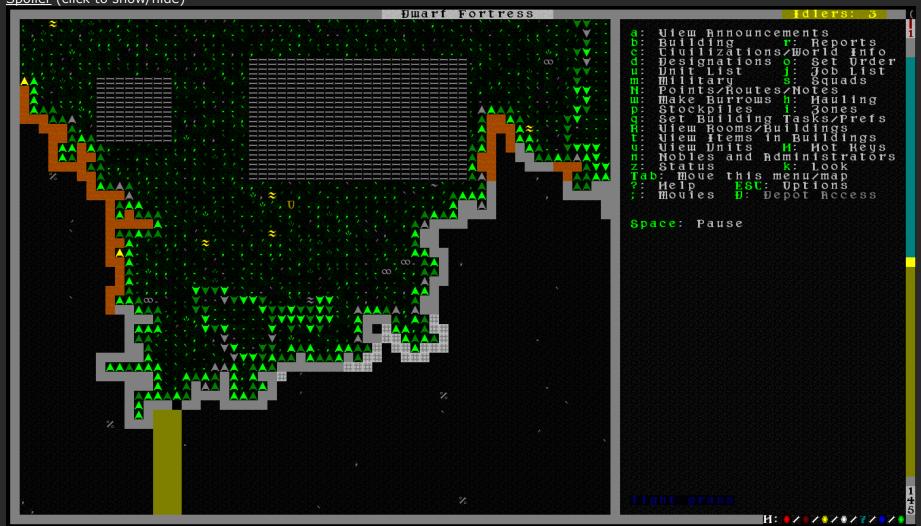
Fairly certain this is it. The guy next to me in the wagon is called Udib Dalzatmafol. I insisted we bring a hunter along, but the way this guy caresses the trigger on his crossbow makes me nervous.

Spoiler (click to show/hide)



Anyway, here we are. My fellow dwarves admire the beauty of the landscape, I can only imagine it soon to be littered with their clueless corpses.

I survey the area and order a hallway dug into the cliffs. The sooner we delve into the cold rock, the better. Spoiler (click to show/hide)



Granite 17:

There is an abundance of elk this time of year. Udib went hunting on his own, but the rotten bastard has yet to return a kill. His excuse today was that while returning a kill he was interrupted by an elk.

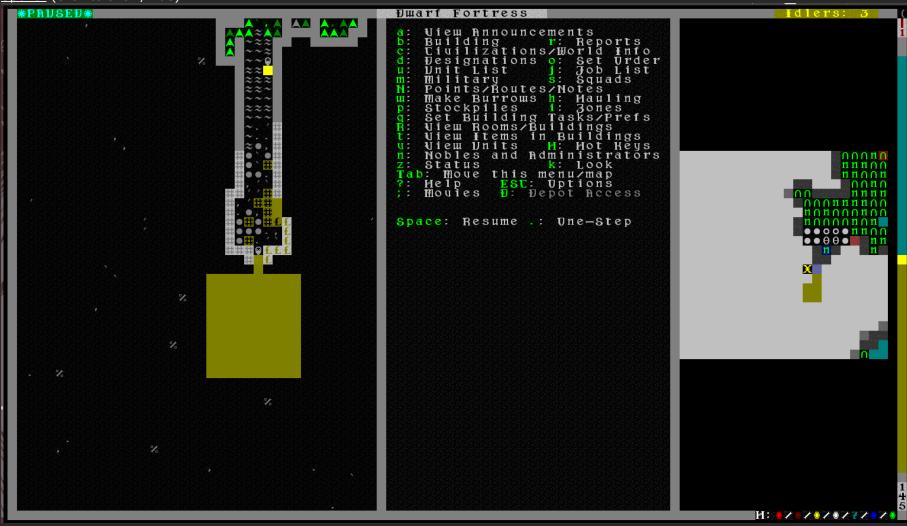
Granite 18

I don't think Udib is actually a hunter, I think he's a dwarf with a crossbow and a huge grudge against nature. Recently he's been leaving elk to bleed out and vomit themselves to death. They don't really *have* to suffer that much, but I guess we're pissing off the elves, which is always fun.



We struck native copper and alunite today while digging out space for our main stockpile. When I die here, at least I will be wielding a weapon.

Spoiler (click to show/hide)



Granite 23:

Udib finally used all our ammo. Does he realize how many favour I had to pull to bring that along for the journey? We have two elk corpses to show for it, and that's all.

Meanwhile we found some tetrahedrite ore while digging out space for the workshops. The glitter of metallic ores has for the time being distracted me from brooding over our impending fate. We're currently digging out sleeping quarters.

Spoiler (click to show/hide)



Slate 11:

In my dream last night, my beard was trying to choke me. Work has begun on digging out space for a farm.



Slate 22:

Finally our first bedroom has been finished. As the leader of this expedition I feel entitled to the first bedroom. Zazit contested my claim, so I told him he could take over my job if he wanted.

Spoiler (click to show/hide)

n: Give name Current Owner: `Drokles' Nicatfikod, expedi Suddenly he doesn't want that room so badly after all.

Felsite 23rd:

Spoiler (click to show/hide)

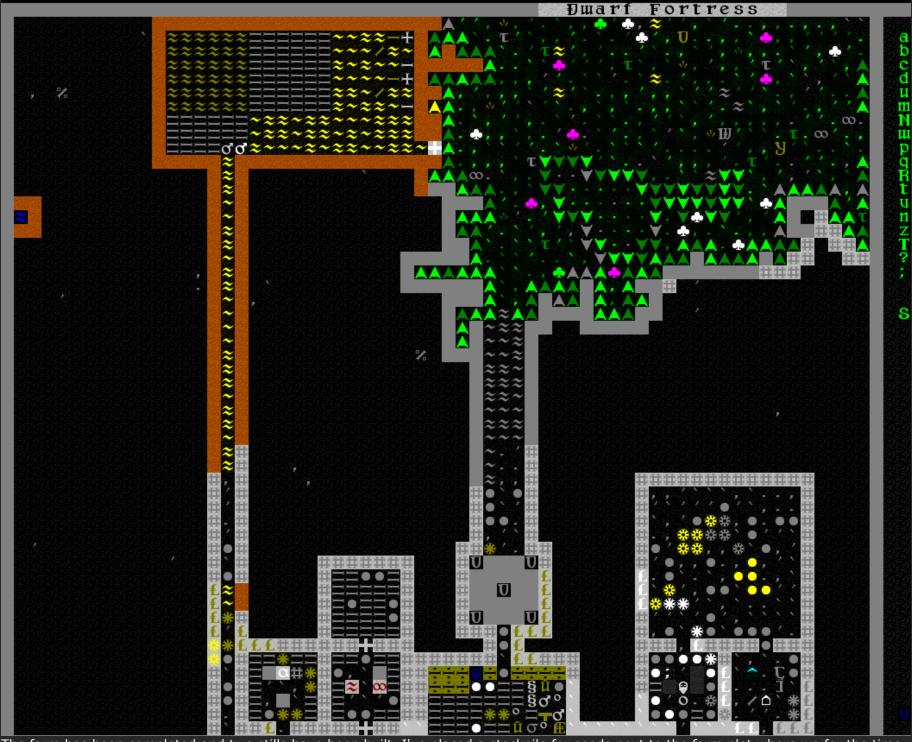
Peregrine Falcon Man

A person with the head and wings of a peregrine falcon.

He is gigantic. His feathers are brown. His skin is peach. His eyes are black.

There are some strange creatures out and about. Would have been nice to have kept those copper bolts.

Spoiler (click to show/hide)



The farm has been completed and two stills have been built. I've placed a stockpile for seeds next to the farm plot where we for the time being grow only plump helmets. Another stockpile is to store plants for brewing.

We've dug out space for a kitchen, butchery and fishery. The brook is thawing just in time.

My office is complete, from here I shall oversee production. I've ordered our hallways to be smoothed.

With the next season hastily approaching we're off to a good start. The cold air has been quiet, as it always is in the beginning...

Title: Re: The Fate of Doomforests

Post by: Ethan741 on October 18, 2014, 02:35:53 pm

Oh, this is noice, I think I'll come in and nab a turn... Assuming that everyone's still alive when my turn comes around. I mean, seriously, with a name like Doomforests, it's just ASKING for undead-ents to suddenly become a thing. And as awesome as that would be, I don't think there would be any survivors.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 18, 2014, 07:40:36 pm

Nice update. That Udib guy, what a weird dude. Who professes skill with a crossbow and ambush tactics, then goes on to brutally abuse the local wildlife?

I have my eye on Zazit for my own story purposes, but we shall see what the rest of the year holds. If I was to claim him early I might jinx his poor, bearded life and find him fallen down the well or murdered by those bird-things.

Perhaps you could post up Zazit's character description?

. . .

Welcome, Ethan!

Title: **Re: The Fate of Doomforests**

Post by: **Drokles** on **October 19, 2014, 01:14:00 am**

Sure, I'll post an update tonight;)

Welcome, Ethan, could you pm me your email address? I'll include you in the player list then.

Title: Re: The Fate of Doomforests

Post by: Tacomagic on October 19, 2014, 09:18:48 am

Quot

4.Don't exploit bugs in the game.

Could you unpack that a bit? Does this extend to all exploits, even ones like QSPs that allow us to work around the buggy bin implementation and increase FPS?

Title: Re: The Fate of Doomforests

Post by: tonnot98 on October 19, 2014, 09:19:12 am

I never have a good experience with evil biomes, and I feel like if I got a turn here, a large majority of the dwarves would die.

So I'd like a turn.

Title: That Escalated quickly!

Post by: **Drokles** on **October 19, 2014, 11:36:26 am**

In the summer of 1050.

Hematite 1:

In my eager to be once more covered by mountain I neglected a careful examination of our surroundings when we arrived here.

Spoiler (click to show/hide)

The brook falls off a high cliff down into a ravine below. It descends far into the rock. Spoiler (click to show/hide)



Looking carefully from atop the waterfall I see hematite and native gold ore. Our miners swear they have spotted platinum even further below.

Hematite 23:

```
Citizens (12) Pets/Livestock (2) Uthers (3) Dead/Missing (2)

3asit 3arethast, Miner Sleep
Ilral Azinuzol, Miner Sleep
Ilral Azinuzol, Miner Sleep
Libash Delerkutam, Woodcutter Sleep
Libash Delerkutam, Woodcutter Store Item in Stockpile
Meng Shegetstäkud, Stoneworker New Arrival
Risen Ishlumkel, Mason Store Item in Stockpile
New Arrival
Imush Tinothonol, Fishery Worker Sleep
Drokles' Nicatikod, expedition leader
Alath 3onzes, Farmer
Lorbam Rithshigos, Thresher
Tun onulrodim, Dwarven Child

Dwarven Child

Dunarf Fortress

Sleep
Sleep
Store Item in Stockpile
New Arrival
New Arrival
New Arrival
```

Some migrants arrived. This is bad, we're starting to run low on booze and food.

Blast! Through some oversight I have allowed the chefs to cook all our plump helmets. They were to supply us with booze for the rest of the year!

Malachite 13:

Spoiler (click to show/hide)



Almost no drink left.

For some reason our masons and carpenters do not feel compelled to finish the orders I gave them. Lodging the new arrivals is taking a very long time.

Galena 12:

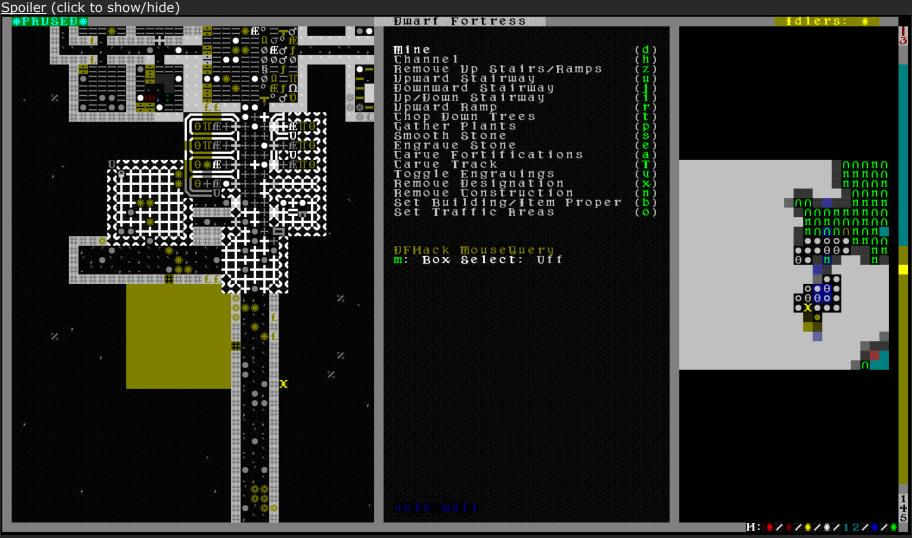
The fortress is growing steadily, but I haven't had a drop of alcohol in days. Grim memories of past failures are resurfacing. I am starting to sober up, and so are the others. I don't know for how long we can go on like this.

Galena 19:

I dreamt last night of being drowned by a giant carp. Dwarves were coming to my rescue, but too late.

Autumn of 1050:

Limestone 1:



Autumn has come. If only our carpenters could get around to constructing those beds we would be doing handsomely.

Supplies should arrive within the next few months. We're digging out space for a jeweler's workshop. With some luck we will be trading in a few trinkets when the caravan from the Mountainhomes arrives.

Limestone 11:

Spoiler (click to show/hide)

A caravan from Amost Sat has arrived.

Blast! The caravan has arrived already. We've got nothing yet.

But at least this means they may not send more migrants our way just yet!

Limestone 27:

Monom Thangatmosus, the liaison has finally caught up with me. He was chasing me around the fort for several days while I was busy trying to do my duties.

I was hoping he would give up and leave eventually, but some people just ${\it cannot}$ take a hint it seems.

Sandstone 15:



Monom is still following me around. Leave me alone, dammit!

Meanwhile the layout of our fort is starting to shape up. We've dug out a stockpile near the living quarters to store all of the rock. From here we haul it to the stockpile closest to the masons and mechanics.

Timber 3: Spoiler (click to show/hide)

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More migrants? Who in their right mind would migrate to Doomforests? 12 of them?

Those poor bastards don't know what they're getting themselves into. Armok have mercy on them.

Timber 4: Spoiler (click to show/hide)

4th Timber, 1050, Hamlet Ukbodfotthor, Doomforests Stone Stocks Animals Kitchen Justice Population: Treated Wealth: 24 2 2 2 1 None None You need a broker with the appraisal skill. None Miners Axe Lords Swordsdwarues None Woodworkers Stoneworkers None None None None Swordmasters Metalsmiths
Jewelers
Craftsdwarues
Nobles/Admins
Peasants
Dwaruen Childrn Trade Information: You need a broker with the appraisal skill. Hammerdwarues Hammer Lords Speardwarues 1 2 None 2 6 None Spearmasters Elite Mrksdurus
Brestlers
Elite Wrestlers
Recruit/Others Food Stores: Meat None None None None None 6 None 173 Farmers Seeds Drink Other Trained Animals Uther Animals None 2 None

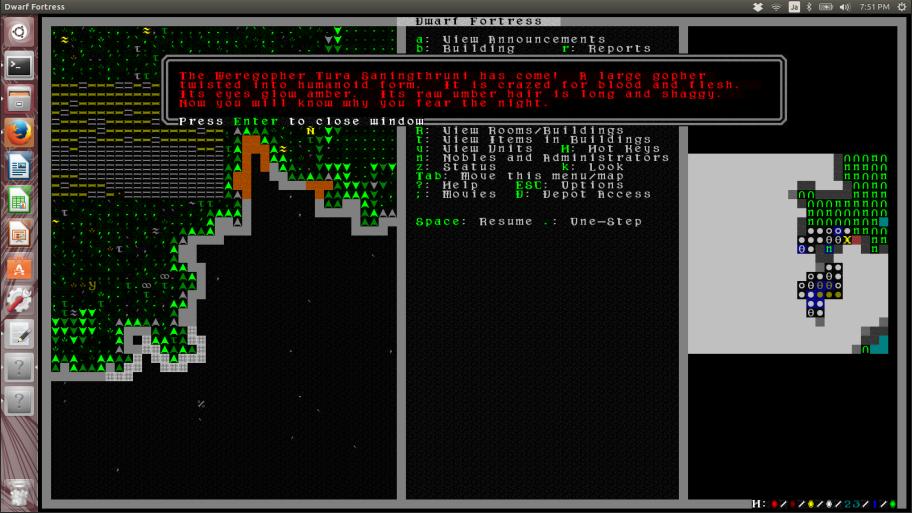
I have decided to expand our production somewhat. The newly arrived migrants will have plenty of work to do smoothing over Doomforests.

At least we have some booze now. Finally it's starting to look pretty good. Next step will be establishing a metal industry.

Timber 8:

Atir Idsanad has taken over our craftsdwarf's workshop. He wont let anyone else near it, the cretin. Brook is frozen over again, will be unable to fish for a while.

Timber 9:



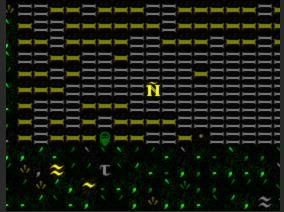
I KNEW THIS WOULD HAPPEN. WE'RE DOOMED. EVERYONE GET INSIDE!!

At some point they always come to get you! But this soon!? We don't even have a single hammerdwarf! Spoiler (click to show/hide)



If only our masons had constructed the doors I ordered 4 MONTHS AGO. I order another door taken down so that we can place it and close our fort.

Spoiler (click to show/hide)



He's too fast. We can't make it! Quick, build a wall!!

Spoiler (click to show/hide)



HE HAS BREACHED THE FORTRESS!

Timber 11:



Finally, it is over. I drafted every last dwarf I could to wrestle the beast. The weregopher is no more. But will the fort endure? Once again, the dead balance the living.

Spoiler (click to show/hide)

Atir Idsanád, Fishery Worker has created Kiraregul, a alunite bracelet!

Press Enter to close window=

Now can you guess who was hiding away in the workshop while this was happening? Atir faffing Idsanad, that's who. He finally finished whatever he was working on and became a legendary engraver in the process. Just in time to mop up the remains of his friends. Spoiler (click to show/hide)

Kiraregul, *Righteouscontrol*, a alunite bracelet

This is a alunite bracelet. All craftsdwarfship is of the highest quality. This object is adorned with hanging rings of basalt and menaces with spikes of alunite.

I see that he was working on an *important artifact* as he likes to put it. One more useless trinket for the collection. Guess who else is still scuffling merrily around through the tumult? The noble liaison from the town of STROKING!

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **October 19, 2014, 12:00:40 pm**

Damn, that just happened.

Updated thread.

All right, never mind with the email addresses. Forums by default actually notify you of pm's by email, so we'll use that instead.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 19, 2014, 08:19:55 pm

Damn. Did Zazit die? How many have perished?!

And to a weregopher, no less. . .

Atir locking himself in a workshop right before the attack, then popping out with a finished bracelet is comedy gold.

"Alright guys, sorry that took so long but you can have your workshop back. Look at what I made!"

Everyone stops cleaning the floor of corpses for a moment to look at Atir, who is proudly displaying his stone bracelet (worth less than a good plump helmet roast, mind you). The silence is unbroken as the dwarfs return to mopping up blood and picking up various bits of strewn clothing and dismembered limbs.

"Guys? Aren't you proud?"

silence

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **October 19, 2014, 11:49:46 pm**

Quote from: Salmeuk on October 19, 2014, 08:19:55 pm

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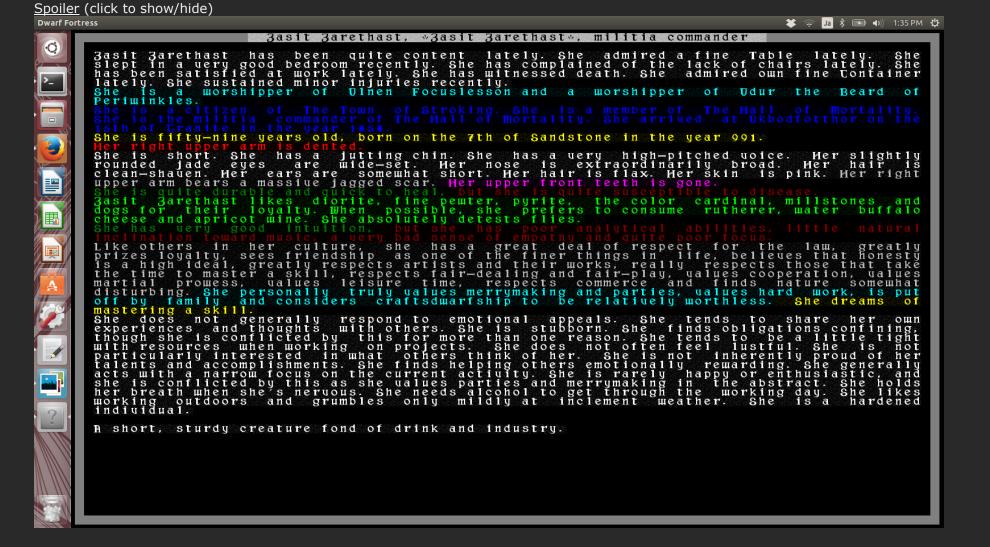
"Guys? Aren't you proud?"

silence

XD

"For fucks sake, guys, I worked all night on this bracelet!"

13 dorfs died. Zazit is still alive, but her front teeth are in the refuse stockpile. I'll check if she got bitten next time I play :P.



Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 20, 2014, 08:46:20 am

I just had a thought, what version are you using and will we update to the new one assuming save compatibility? I'm so god-damn excited to harvest fruit and watch my dwarfs cry that I would sincerely hope we would, however the choice is up to you.

Title: Re: The Fate of Doomforests

Post by: Drazoth on October 20, 2014, 03:45:19 pm

Well, this looks like !!FUN!!. Count me in.

Title: Re: The Fate of Doomforests

Post by: Drokles on October 21, 2014, 06:36:38 pm

Quote from: Salmeuk on October 20, 2014, 08:46:20 am

I just had a thought, what version are you using and will we update to the new one assuming save compatibility? I'm so god-damn excited to harvest fruit and watch my dwarfs cry that I would sincerely hope we would, however the choice is up to you.

Oh yea, you can go ahead and update. Basically, as long as people post what version they use when they upload the save it's fine. I use 40.13

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on October 21, 2014, 06:53:57 pm

How much !!FUN!! can a !!FUN!! fort have without any !!FUN!! people? No !!FUN!! at all, that's how much.

Count me in, let's have some !!FUN!!

In all seriousness, though (or maybe not so serious), I might try to construct a prison/asylum made entirely of soap. Why? 'Cuz it's !!FUN!!

That was a little tiring to type, by the way.

Title: Re: The Fate of Doomforests

Post by: Masked_Hunter1825 on October 21, 2014, 10:37:29 pm

Any chance I can get dwarf'd into the millitary?

Title: Re: The Fate of Doomforests

Post by: Drokles on October 22, 2014, 12:35:49 am

Quote from: PsychoAngel on October 21, 2014, 06:53:57 pm

How much !!FUN!! can a !!FUN!! fort have without any !!FUN!! people? No !!FUN!! at all, that's how much. Count me in, let's have some !!FUN!!

In all seriousness, though (or maybe not so serious), I might try to construct a prison/asylum made entirely of soap. Why? 'Cuz it's !!FUN!!

That was a little tiring to type, by the way.

Hey man, in the words of Einstein

If at first the idea is not absurd, then there is no hope for it.

Can't wait to see your soap buildings :P.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 23, 2014, 02:00:57 pm

need update need update need update

hehe, but for real how's it coming? I'm anxious to play.

Title: Re: The Fate of Doomforests

Post by: Drokles on October 23, 2014, 10:44:27 pm

Hehe, sorry Salmeuk. I actually finished playing my turn about 2 days ago, I just find it difficult to find time to make the writeup. I should be done with that in a few hours though, so no worries.

Some more !!FUN!! stuff happened. To be honest our fort is already kind of disastrous XD. But I think I barely managed to save it from tantrumming out of control.

Zazit and a dwarf called Nish were bitten by the weregopher. Had to do something about them. Our last miner died as well because a child beat him up.

Title: Re: The Fate of Doomforests
Post by: Drokles on October 24, 2014, 03:47:02 am

Late fall and winter of 1050:

A single journal entry bearing no date reads

What date is it? I've just awoken from another nightmare. Whenever I close my eyes I see it.

Spoiler (click to show/hide)

```
Page 1/2?

The Bergopher attacks The Banger but She jumps amay!
The flying ((steel bolt)) strikes The weregopher in the right lower leg, chipping the bone;
The Bergopher attacks The Banger!
The flying ((steel bolt)) strikes The weregopher in the right lower leg, chipping the bone;
The Bergopher attacks The Banger!
The Bergopher attacks The Banger!
The Bergopher attacks The Banger!
The Flying ((steel bolt)) strikes The Weregopher in the left upper arm, chipping has been to not leave the purpose of the purpose of
```

One of our recruits was shaken by the head until he stopped moving. What a gruesome end.

Spoiler (click to show/hide)

```
The tarpenter punches The Echidna in the upper body mith her left hand, but a transfer and brising in muscle upper body mith her left hand, but a transfer and brising in muscle upper body mith her left hand, but a transfer and brising in muscle upper body mith her left hand, but a ball art mad brising in muscle upper body mith her left hand, but a ball art mad brising in muscle upper body mith her (bronze trossbow), bruising the muscle through the responser in the right pam mith her (bronze true by but a ball art mad be not been a part in this. I mill have my revenge.

The marksduard in the marksduard in the left foot, tearing the fat and the was a part in the left foot, tearing the fat and the mascle through the case spider silk shoe)!

The marksduard misses the meregopher!

The marksduard misses the marksduard around by the left foot, tearing and the control of the marksduard in the left foot has been torn and a tendon has been torn!

The marksduard falls like the marksduard around by the left foot, tearing and the left foot is missed and brising the bone!

The marksduard falls like the marksduard around by the left foot, tearing and the left foot is missed and brising the bone!

The marksduard at largement has been torn and a tendon has been torn!

The marksduard at largement has been torn and a tendon has been torn!

The marksduard at largement has been torn and a tendon has been torn!

The marksduard at largement has been torn and a tendon has been torn!

The marksduard at largement has been torn and a tendon has been torn!

The marksduard at largement has been torn and a tendon has been torn!

The marksduard at largement has been torn and a tendon has been torn!

The marksduard bashes the weregopher but it scrambles amay!

Did by Dalzatmafol, marksduard: pose injuries. Regone tear with her the marksduard bashes the weregopher in the left upper arm mith her the marksduard bashes the weregopher in the left noner arm mith her the marksduard bashes the weregopher in the left noner arm mith her the marksduard
```

I didn't know that dwarves could scream like our that until Nish was bitten by the beast. As soon as Zazit was assigned the post of militia commander she charged it, desperately trying to relieve Nish of its firm grasp on his eye. They only had their hands to do combat with, but what a fight!

If only fortune favoured the bold... Not in Doomforests.

Timber 21:



Cleaning up is going smoothly, but for some reason nobody wants to touch the remains of the human, i.e. the former weregopher. Atir idsanad has started engraving and smoothing everything in sight starting with the dining hall.

Now, here I thought that we would have the pleasure of admiring the courage of our fallen brethren forever carved into the immortal rock of our dining room, but take a wild ass guess at what our legendary engraver thought needed to be immortalized.

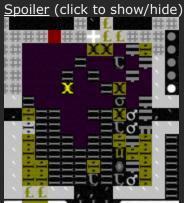
Spoiler (click to show/hide)

Esaruvar, *The Quiescent Lull*

Engraved on the wall is an exceptionally designed image of Righteouscontrol the alunite bracelet by Atír Idsanád.

The rest of the walls feature historical events no one cares about. Does he realize we've been attacked?

Moonstone 2:



Still nobody wants to touch the human corpse which is now rotting in the middle of the blasted fort!

Moonstone 10:

Spoiler (click to show/hide)



Zazit Zaretast is asleep in his room. Now is our chance. We cannot allow the fort to succumb to a spiral of death and infection. Spoiler (click to show/hide)



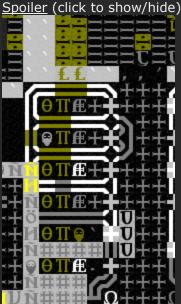
Sorry old friend, you did not deserve this fate. Doomforests is turning us all into beasts.

Moonstone 18:

Spoiler (click to show/hide)

```
Titizens (11)
                           Pets/Liuestock (2)
                                                                Others (13)
                                                                                       Dead/Missing (17)
Kiuish Luzatïteb, Carpenter
                                                                           Make wooden Barrel
                                                                                              1 n
        Shegetstäkud, Sto
Idsanad, Engraver
                                Stoneworker
                                                                                Break
Break
 Meng
Atír
                                                                           Un
                                                                           Hunt
          Tinöthonol,
                                                                           Store
Store
                                                                                             in
in
in
                                                                                                  Stockpile
Bin
Tomb
                                                                                     Item
Item
Item
 Eshtan Ustuththoth, Fish Cleaner
'Drokles' Nicatfikod, expedition leader
ablel Gesisoddom, Surgeon
Tun Onulrodin Dwaren
                                                                               ace
                                                                           sleep
```

Our industrial pursuits are grinding to a halt, only nine working dwarves remain. Morale is lower than ever. I can hear Zazit screaming to be let out. His chamber is next to mine.



Nish is suffering the same fate, as he too was bitten.

In my experience I've learned that when crises strike, the best cure is coffins. However with so few able bodied dwarves left it is taking time to complete them all.

Titizens (11) Pets/Liuestock (2) Uthers (13) Dead/Missing (17)

```
Hivish Luzatiteb, Carpenter

Libash Delerkutam, Woodcutter

Meng Shegetstäkud, Stoneworker

Atir Idsanad, Engraver

Mafol itebtathtak, Hunter

Imush Tinöthonol, broker

Eshtän Ustuththoth, Fish Cleaner

'Drokles' Nicatfikod, expedition leader

Ablel Gesisoddom, Surgeon

Tun onulrodim, Dwarven Child

Udil Telmeng, Dwarven Child
```

Moonstone 20:

Spoiler (click to show/hide)

Tun onulrodim has been very unhappy lately. He has been tired of drinking the same old booze lately. He slept in a good bedroom recently. He has witnessed death. He has lost a mother to tragedy recently. He has lost a father to tragedy recently. He ate a wonderful dish lately. He slept in a very good bedroom recently. He has complained of the lack of chairs lately. He has complained of the lack of a well lately. He admired a fine Trade Depot lately. He has been satisfied at work lately. He admired own fine Bed lately.

One of our children has lost both parents in the fight against the weregopher. Today he finally snapped.

Soler (click to show/hide)

The Dumaruen thild grabs The Miner by the third finger, right hand with his left hand. The Miner stands up.

The Dumaruen thild punches The Miner in the lower body with his left hand. The Miner stands up.

The Dumaruen thild punches The Miner in the left hand with his left hand, bruising the skin through the (uniture leather left mitten)! The Miner stands up.

The Dumaruen thild punches The Miner in the left hand with his right hand, bruising the skin through the (liama wool dress)! The Dumaruen thild punches The Miner in the left lower leg with his right hand, bruising the skin through the (liama wool dress)! The Dumaruen thild punches The Miner in the left lower leg with his left hand, bruising the skin through the (liama wool dress)! The Dumaruen thild grabs The Miner in the left lower leg with his left hand, bruising the skin through the (liama wool dress)! The Hiner stands up.

The Dumaruen thild punches The Miner in the head with his left hand, bruising the muscle and bruising the skull through the (caue spider silk him liner stands up.

The Hiner stands up.

The Hiner stands up.

The Dumaruen thild punches The Miner in the lower body with his left hand, bruising the muscle and bruising the guts through the (liama wool cloak)! The Miner stands up.

The Hiner stands up.

The Dumaruen thild punches The Miner in the left upper leg with his right him with the fat through the (liama wool cloak)! The Miner stands up.

The Dumaruen thild punches The Miner in the left upper leg with his left hand, bruising the muscle through the (liama wool cloak)! The Miner stands up.

The Dumaruen thild punches The Miner in the left upper leg with his right hand, bruising the muscle through the (giama caue spider silk shoe)! The Miner stands up.

The Dumaruen thild punches The Miner in the left lower leg with his right hand, bruising the muscle, bruising the skull through the (caue spider silk hood)! The Miner stands up.

The Miner stands up.

The Hiner stands up.

The Hiner stands up.

The Hiner sta

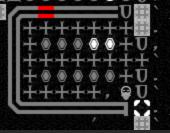
He has gone berserk and is now beating up our only remaining miner, Ilral Azinuzol. What strength the little imp has! Ilral, being of too gentle a nature to fight a child back, is crippled.

With the brook frozen over we have no immediate water source and cannot nurse him back to health. Someone has to take over as the only miner of our fort.

Opal 16:

Winter is progressing without much notice. A makeshift hospital was prepared for Ilral Azinuzol in his bedroom while a proper one is being dug out, but he hasn't been drinking anything for almost a month.

Spoiler (click to show/hide)



Finally, most of us are safely tucked away in coffins, and the blasted human corpse has been hauled outside.

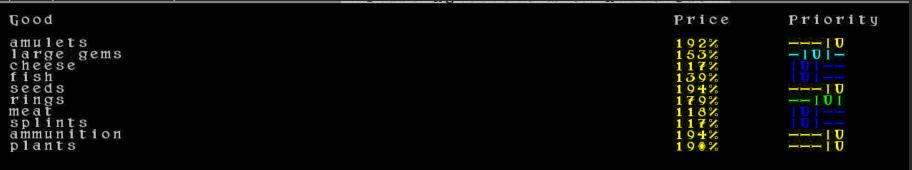
Obsidian 4:

Finally, I could take it no more. After almost half a year of pursuit I turn to Modom, "Fine, what do you want?" He replies

At first I am baffled. But then I remember. Last fall we finished our trade agreements, so followed me around for months waiting to say just that sentence. There is something wrong with that guy.

Anyway, this is what they request in trade.

Spoiler (click to show/hide)



Spring of 1051:

Spoiler (click to show/hide)



For now we seem to have stabilized. We have enough coffins, our halls are smoothed, everyone who had to die has died. My recent decision to mandate the live burial of two of our finest dwarves in their bedchambers, and my inability to save our only miner has made me unpopular, as one can imagine. It is true that the dead now outnumber the living.

Spoiler (click to show/hide)

```
Echidna
                                                                              Deceased
                                                                              Deceased
 Tura Saningthruni Jorirel,
Rogan erithocig, Farmer
Nish Bidnozmelbil, Dyer
                                                                              Deceased
                                                                              Deceased
                                                                              Deceased
                                                                              Deceased
Vabók Nokzamavuz, Miller
Unib Kákdalrigóth, Merbalist
Lorbam Rithshigós, Thresher
Alath Zonzes, Farmer
Urvad Liruksazir, Glassmaker
                                                                              Deceased
                                                                              Deceased
                                                                              Deceased
                                                                              Deceased
                                                                              Deceased
E1k
E1k
                                                                              Deceased
                                                                              Deceased
Rîsen Ishlumkel, Recruit
Udib Dalzatmafol, Marksd
                                                                              Deceased
                                                                              Deceased
                             Marksdwarf
  lral Azinuzol, Miner
asit Zarethast, Miner
                                                                              Deceased
                                                                              Deceased
```

It is early spring, I will take this opportunity to pass on leadership to whoever is stupid enough to take it upon themselves. I shall resign myself to working on the farm and keeping accounts while managing the workshops.

Whatever my successor decides he must be made aware that the terrible and ill mannered elven people occupy neighbooring lands. With what little pride I have left I shall urge him to defy those disgusting tree hugging bastards till the last dwarven breath in Doomforests. However, it is up to my successor to decide the course of our diplomacy.

The humans, which are expected to arrive in summer, tend to be agreeable folk. They are meaningful trading partners, and we ought to respect them.

Finally, if I can tell them nothing else before giving up my duties it will be this. Make no mistake, *they will come*. Whether sooner or later, they always do. Stockpile coffins.



File for Salmeuk: http://www.filedropper.com/region3

Enjoy!

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 24, 2014, 07:16:41 am

And so it begins. I have uploaded the map to DFMA and I will copy the description I wrote here, but expect my diary soon.

http://mkv25.net/dfma/map-12298-doomforests

Start of the second year of Doomforests. 11 morbid dwarfs live within the cramped spaces of this fortress, having endured a year of hardship and death. An unlucky 13 lay still, locked away within their communal tomb. The babbling stream is frozen over and the wind lays a chill upon those who venture outside our gates.

So begin my new-found responsibilities as Expedition Leader. I, Libash Steelspeaker, have take over from Drokles Chainglaze as decision maker. In my hands lays the fate of these sturdy Ten. In my hands the future will unravel. In my hands, Doomforests will shine!

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **October 24, 2014, 08:42:45 am**

Hehe, I am looking forward to this. I get a feeling that you've planned your turn for a while ;D.

Thanks for uploading the map!

Title: Re: The Fate of Doomforests

Post by: **Salmeuk** on **October 24, 2014, 09:47:33 am**

1st Granite, 1051

I've taken over from Drokles Chainglaze. His year-long post as expedition leader has been plagued by death and slow progress, but to his credit no one expected the dangers we faced. During his reign I acted as resident woodcutter, and I have no plans to stop my labor. Considering his experience, I have decided to give Drokles the managerial responsibilities while I simply act as decision-maker. He has developed a rapport with us, and I have no wish to subdue his positive impact upon the forts mood.

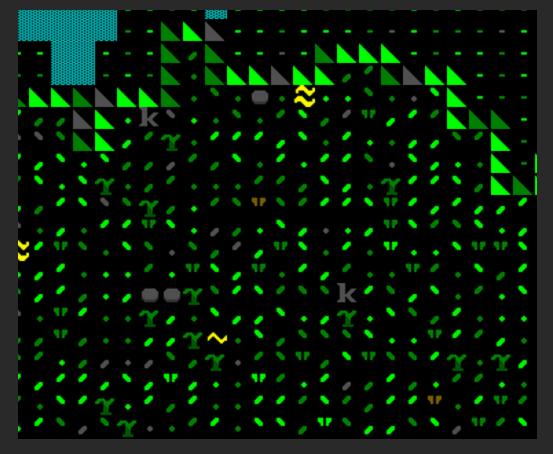
Our first order of business is to organize the various labors for improved efficiency - our current state of aimless task-doing has produced very little in the past few months. Specific duties for specific dwarfs, rule number one of fortress organization and a rule that I plan to enforce.

Our current stocks:



2nd Granite, 1051

Barely two days after being elected leader do we discover multiple kobolds trying to sneak past our entrance. What they seek to steal is beyond me - our fortress holds nothing of impressive value beyond the raw copper nuggets littering our stockpiles. Their attempts are no doubt mindless, the poor creatures driven by their very nature to sneak and steal.



4th Granite, 1051

Drokles seems busyhanded lately. I imagine that his lack of responsibilities has led to him feeling ansty, and suggested that he take up stonecarving to numb his nerves. He has even produced a few crafts that the traders might appreciate.

6th Granite, 1051

On one of my trips into the surrounding forest I spotted a massive flock of buzzards circling just above our entrance. Hopefully they aren't a sign of things to come.



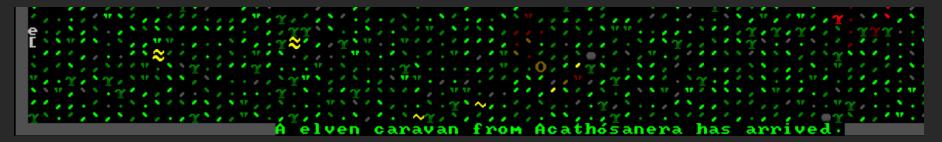
I ordered the farms expanded. We need to produce more food and the best way to do that is to increase the size of our tilled soil. The plants are currently growing in a sandy loam, but luckily plump helmets take little nutrition to thrive (after all, they are fungus).



Along with that I ordered some of our logs to be stockpiled outside the entrance. We have more than enough wood and as such I haven't had a need to search for lumber for some time. I feel aimless without an axe in my hands.

15th Granite, 1051

An elven caravan arrived today, traveling over the hills behind our entrance.



They brought numerous wooden crafts, but such a weak material holds no value for a dwarf. Drokles met with them and agreed to trade various clothing from our deceased brethern for the small barrel of fruit they brought. He also gave them a strong reminder to bring useful things, rather than the wooden trash that seemed to literally grow from trees. Our relations with the elves have always been shaky, and they simply dismissed his complaints. Both parties left the meeting frustrated.

I made sure they saw me brutally chopping logs as they left.

14th Slate, 1051

We are getting sick of plump helmets, so today I ordered the slaughter of the two beasts who hauled our wagon to this mountainside. No one had become attached to them during the period between then and now, and at the thought of finely roasted Yak meat our butchers got to work immediately.



14th Slate, 1051

Great news! Migrants!

Possibly attracted by the aforementioned smell of roasted Yak, 25 new dwarfs arrived from the southeast. A majority were fairly unskilled, though we did acquire some metalworkers, a broker, and multiple marksdwarfs. I assigned most of the unskilled to constructing blocks and general Masonry, because what is a fort without it's builders?

Our Doctor had been serving as the substitute miner and was happy to lay down the pickaxe and get back to studying physiology.

```
Citizens (36)
                                                                                                                                Others (8)
                                                                                                                                                                              Dead/Missing (18)
                                                       Pets/Livestock (8)
ablel Gesisoddom, Doctor
                                                                                                                                         No Job
  Kivish Luzatîteb, Carpenter
Libash Delerkutam, Hoodcutter
Meng Shegetstâkud, Mason
Atir Idsanad, Engraver
Edem Avalerush, Crossdwarf
                                                                                                                                           Store Item in Bag
                                                                                                                                           Eat
Sleep
   Atir Idsanad, Engraver
Edem Avalerush, Crossdwarf
Kadol Adilsobir, Marksdwarf
Inod Shagogkûbuk, Miner
Atir Bimkokeb, Crossdwarf
Mafol Itebtathtak, Crossdwarf
Medtob Idorrun, Armorsmith
Domas Otsussazir, Metalsmith
Kogsak Geshuderith, Jeweler
Nil Tenshedkadol, Stonecrafter
Meng Kessazir, Mason
Imush Tinöthonol, Farmer
Kadôl ònulrur, Miner
Domas Babinkûbuk, Mason
Eshtân Ustuththoth, Farmer
Ast Nishzursūl, Farmer
Iden Bimumam, Mason
Feb ândegël, Mason
Rith Nishikal, Farmer
Olin Usenerith, Mason
Imush Idennamāsh, Smelter
Deler Kikrostnolēth, Mason
Urist Dīshmabenkos, Mechanic
                                                                                                                                           New Arrival
                                                                                                                                          Dig
New Arrival
On Break
                                                                                                                                          New Arrival
New Arrival
Store Item in Stockpile
                                                                                                                                          No Job
Slaughter Stray Yak Bull (Tame)
Dig
New Arrival
Construct Building
Brew drink from plant/R
Store Item in Stockpile
No Job
Render fat
                                                                                                                                           New Arrival
  Onol Limulbelal, Crossdwarf
                                                                                                                                          New Arrival
                                                                                                     b: Go to Bld m: Manager
s: Suspend Job c: Cancel Job
          View Unit c: Go to Unit
Set Job Repeat
                                                                                                                                                                                                         r: Remove Worker
```

3rd Felsite, 1051

Eshtan was claimed by dwarven spirits today. In his fey mood he hurriedly took control of our only craftshop and began a strange construction. His odd behavior was the talk of the fortress, for he had hauled the remains of the Yak over before closing himself off. What strange object would he create?



8th Felsite, 1051

Eshtan emerged from the shop today, holding a strange white object. Getting closer, I was taken aback: he had crafted a short sword from the bones of the yak! Deemed "Pointyhails the Scarce Climate," the object was menacing yet confusing. Despite the superb craftskill employed by Eshtan (who knew he was a legendary bonecrafter all this while?), would a bone sword even hold against an inferior, yet metal weapon?

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Spoiler (click to show/hide)
```

```
Aki l ï l u PS
                    150 (23) "Pointyhails the Scarce Climate", a yak bon shrt swrd
This is a yak bone short sword. All craftsdwarfship is quality. It is decorated with yak bone.
                                                                                         highest
                                                                               of the
```

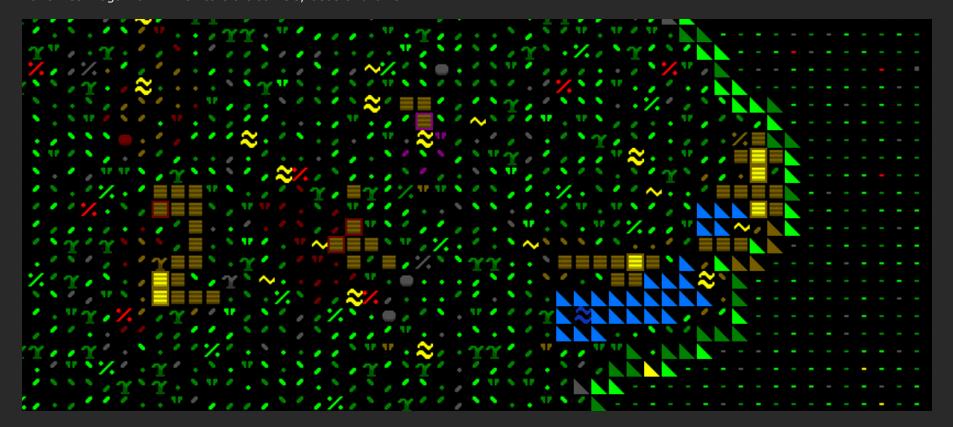
Whatever the case, we welcome his newfound talent to the fort.

24th Hematite, 1051

More migrants arrived today, bringing our fortress to 47 total. I assigned most of them to the inglorious task of hauling - their skills were lackluster and right now we have more than enough masons.

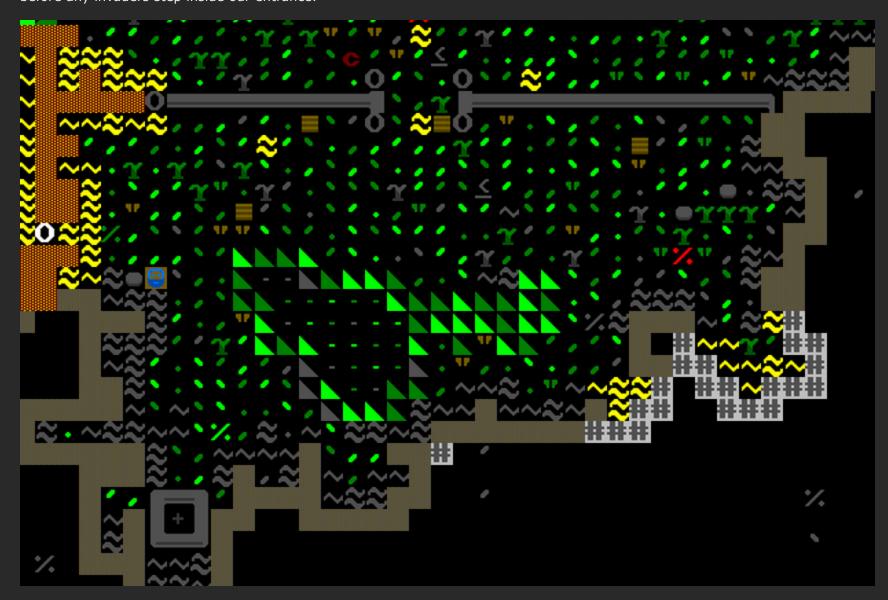
25th Hematite, 1051

The needs of our carpenters have increased since the arrival of so many new dwarfs, so today I felled a few trees for the first time in months! It was good to work with my hands after such a long hiatus, and the carpenters were happy to have fresh logs from which to craft barrels, beds and bins.



17th Malachite, 1051

I've constructed a courtyard of sorts. The main purpose is to funnel any visitors through a more predictable path, and assuming all goes well we should be alerted before any invaders step inside our entrance.



29th Malachite, 1051

I've constructed a separate entrance than runs past the river canyon and waterfall. Hopefully this entrance can serve as a more easily defended position, with a winding tunnel and eventual military patrol.

(OOC)

 $\ensuremath{\mathrm{I}}$ laughed so hard when $\ensuremath{\mathrm{I}}$ went to the alerts screen and saw this:

ADDRES	SCAUDS	BURROAS	
Inactive [CIV] Active/Training SHITOHGOD	Marksdwarf 1	FUCKFUCKFUCK Sorry Zazit Sorry Nish	A

1st Limestone, 1051

Autumn has come. In these past 6 months our time has been spent well, with few interruptions. I recently prioritized military training for the few marksdwarfs that we have, and set up a rudimentary barracks and range for them to train in.



More to come soon! Also, I now realize some of the screenshots are cut off and will adjust them properly for the next update.

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **October 24, 2014, 09:17:48 pm**

Haha, I completely forgot about that. Was in a hurry when the weregopher struck. Seriously though, I feel like an emergence burrow can only be named "FUCKFUCK" XD.

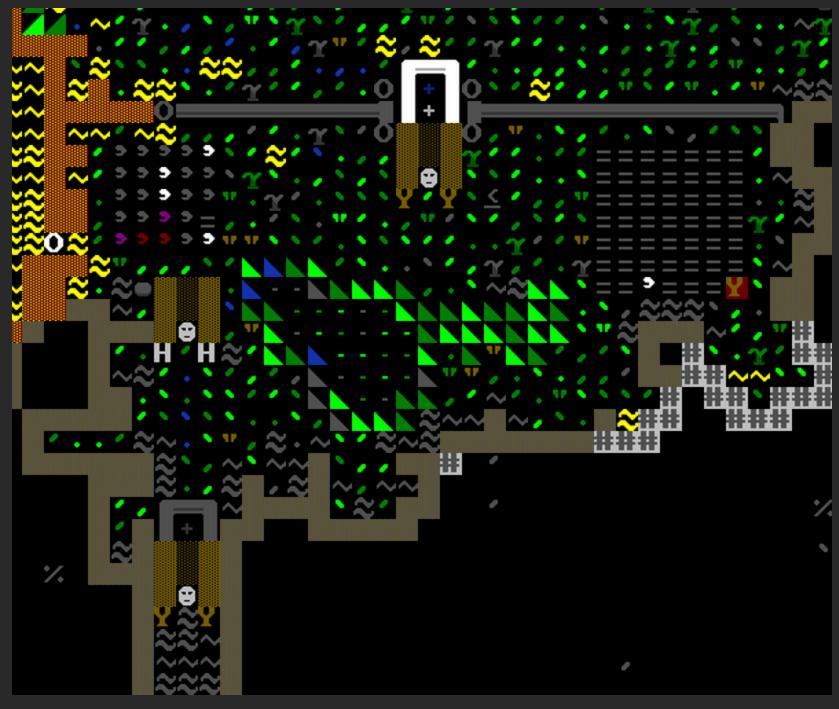
Cool, we've got some labour in the fort again. Can't wait to see what you're going to use it for :D.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 26, 2014, 10:23:50 pm

12th Limestone, 1051

The Dwarven caravan has arrived. Three massive wagons passed through our front gate and unloaded all sorts of interesting goods. We bought out all the food and drink they brought, though our most exciting purchase was a plain but menacing steel axe. Whatever dwarf lucky enough to wield such a weapon should dominate the battlefield! Once the visiting dwarfs we threw a party to celebrate our bulging stockpiles.



10th Timber, 1051

A quiet autumn this has been. Expansions to the craftshops, storage, food storage have been dug. A new dining room has been carved from a microcline formation - the baby blue walls are a sight to see! New bedrooms have also been laid out, with a vein of pure gold intersecting a large portion. Our dwarfs should be happier than ever!

12th Timber, 1051

One of our new military recruits was missing from his assigned training today. After some searching, we found him huddled in the corner of the craftdwarf's shop, mumbling about this and that - he's been taken by a mood! However, his choice of materials for his great work are sub-par.



15th Timber, 1051

Three days later the recruit emerged. He presented a mug, aesthetically shaped and adorned with rings and bands. On it, he told the story of arrival from a child's perspective, Tun Mirrorwade, who had migrated to Doomforests in the summer of the previous year.

```
FPS: 150 (25) Omshit, withe Craft of Suffering a basalt mug
This is a basalt mug. All craftsdwarfship is of the highest quality. It is
encrusted with cushion basalt cabochons and encircled with bands of cushion cut
smoky quartzes. This object is adorned with hanging rings of basalt.
On the item is an image of Tun Mirrorwade the dwarf in smoky quartz. Tun Mirrorwade
is laboring. The artwork relates to the settling of the dwarf Tun Mirrorwade in
Doomforests in the early summer of 1050.
```

An odd choice of subject, I would have preferred a story about one of the more relevant dwarfs. So many of us are hardworking and talented individuals, so why create such an artifact for an average child? I suspect he simply wanted to shirk his axe training, though I can't account for his superb work - perhaps he was possessed by a lost spirit?

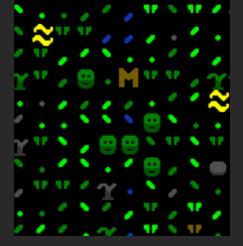
In any case, Olin Archclod (the mug's creator) is now an esteemed stonecrafter and has been removed from military duty.

23 Opal, 1051

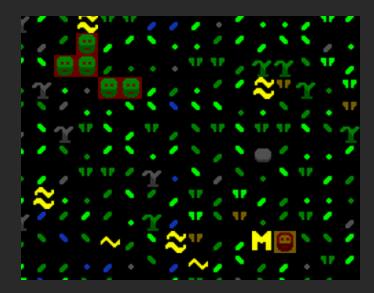
This is terrible. One of the wood haulers just came running thought he front gate, screaming about a great beast! His hurried description revealed that the Beast was a minotaur, a terrible mythical creature with the strength of ten dwarfs.



I ordered all dwarfs inside, and then ordered our ragtag militia out the gate. The minotaur was fast, however, and arrived before our melee troops could equip their weapons. This left our marksdwarfs to fight by themselves against the beast.



It was a slaughter, for the marksdwarfs lacked any bolts with which to shoot, and their wooden crossbows couldn't land a hit on the beast. All were killed. In a gruesome act of savagery, the Minotaur stomped a misplaced baby dwarf to death. This beast would have to pay.



In a flash, the Minotaur dashed past the first gate and began grappling with poor Vutok. Vutok, one of the aformentioned woodhaulers, had been trying to return inside.

However, his poor luck proved miraculous for the fortress, for while Vutok wrestled the beast the second gate was shut, trapping the Minotaur within the courtyard and saving the fort from destruction.

The minotaur was tired from killing the marksdwarfs, however, and wasn't able to give Vutok a quick death. They struggled for a great length of time, with Vutok sustaining heavy injuries and losing consciousness multiple times. The minotaur, too, lose consciousness as Vutok's body refused to give in.

At this time, something unimaginable happened. Vutok, in a flurry of blows, gouged the minotaurs stomach and tore important internal organs. This turned the tide of battle, giving Vutok the chance to break the beast's fingers, bite it's head, and eventually kill it.

```
The Hauler bites The Minotaur in the head, tearing apart the muscle!

The Hauler latches on firmly!
The Hauler shakes The Minotaur around by the head, tearing apart the head's fat!

Vutok Edanbim, Hauler: Death is all around us. This is truly horrifying.
```

No one expected this, so when we finally opened up the inner gate and saw Vutok lying there next to the Minotaurs corpse we assumed the worst. However, we found him alive and barely breathing, at the bottom of a muddy pit just outside the gate.



A true hero! This shall go down in legends for centuries to come. A single, unarmed peasant killing a mighty Minotaur with nothing but his willpower.

A hospital was quickly carved and Vutok examined by the surgeon. It is not known yet the full extent of his internal injuries, and the doctor couldn't say whether he would make a full recovery. We can only wait and pray for such a hero to survive!

OOC:

More to come tomorrow. So much absurd stuff has happened, I don't even know. I truly had no clue that Vutok would best the Minotaur - I was happy enough having it contained. Hell, I would have almost preferred that! A live minotaur in a closed-off courtyard would have been fun. You can see what courtyard I mean at the top of this post - it's the one the caravan is shown passing through.

Title: Re: The Fate of Doomforests
Post by: Drokles on October 26, 2014, 11:13:12 pm

That. Was. EPIC.

The only way it could have been better is if they were on fire while fighting.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 26, 2014, 11:26:28 pm

Quote from: Drokles on October 26, 2014, 11:13:12 pm

That. Was. EPIC.

The only way it could have been better is if they were on fire while fighting.

Be careful what you wish for. . . no really don't jynx me. This minotaur is just the beginning.

Title: Re: The Fate of Doomforests

Post by: Taupe on October 27, 2014, 01:02:43 am

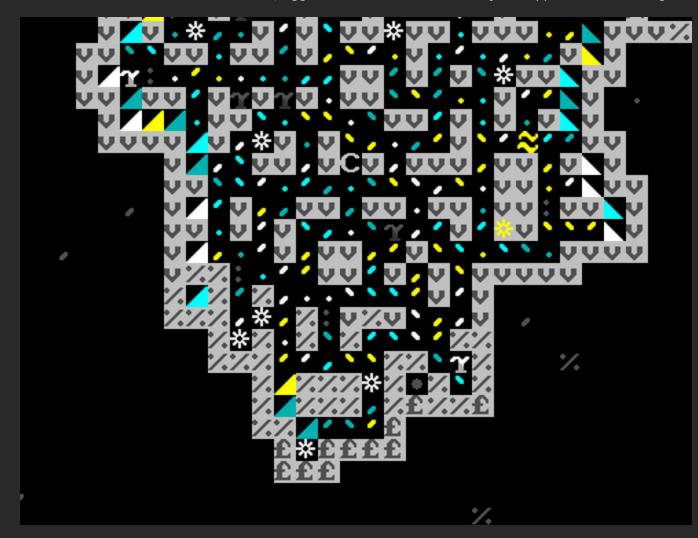
Vutok is the stuff heroes are made of. Well, was. Now he's the stuff applesauce is made of. Namely, sauce.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 27, 2014, 08:22:28 am

24th Opal

The doctor noted that Vutok needed water, not alcohol, to speed his healing process. However, our only source of water was frozen over, so I orderd a shaft dug as deep as possible. We would surely find water before Vutok became too dehydrated. Sure enough, some time later our miners found a pocket of air. After enlarging the hole, we discovered a great expanse! We also learned an important lesson about native wildlife in the form of a massive, aggressive Cave Crocodile who just happened to be sitting outside our staircase.



This world is not forgiving, is it?

The first to engage with the (lesser) beast was a miner by the name of Dishmab Goldenyawn. With a name suggesting anything but combat, Dishmab suffered a glancing bite to the head before running off into the caverns.

One of our remaining milita then arrived. He tried engaging the beast with his bare hands (damn me for not thinking ahead! We should have been smelting at least some sort of metal weapon. . .) and died for it, after landing a few minor blows to the beasts snout.



Before any more could fall to the leathery reptile, a mysterious figure appeared and struck down the creature with a gleaming steel axe! Her name was Reg Parchedgirder, and she was responsible for saving our fort from a second catastrophe. In her quick thinking, she had decided to ignore mortal danger and took the axe from the weapon stockpile where it had been forgotten amongst the crossbows. In three swift blows, Reg had killed the creature and earned her a permanent title of Militia Commander.

The Cave Crocodile bites The Hauler but She jumps away! the muscle through the (alpaca wool hood)!

The Hauler hacks The Cave Crocodile in the neck with her (steel battle axe), tearing apart the muscle and fracturing the upper spine's bone!

A tendon in the upper spine has been torn!

The (steel battle axe) has lodged firmly in the wound!

The Cave Crocodile gives in to pain.

The Hauler pulls on the embedded (steel battle axe).

The Hauler hacks The Cave Crocodile in the head with her (steel battle axe), tearing apart the muscle, fracturing the skull!

A tendon in the skull has been torn!

The (steel battle axe) has lodged firmly in the wound!

The Hauler pulls on the embedded (steel battle axe).

The Hauler hacks The Cave Crocodile in the head with her (steel battle axe) and the injured part is cloven asunder!

A tendon in the skull has been opened by the attack!

A tendon in the skull has been torn!

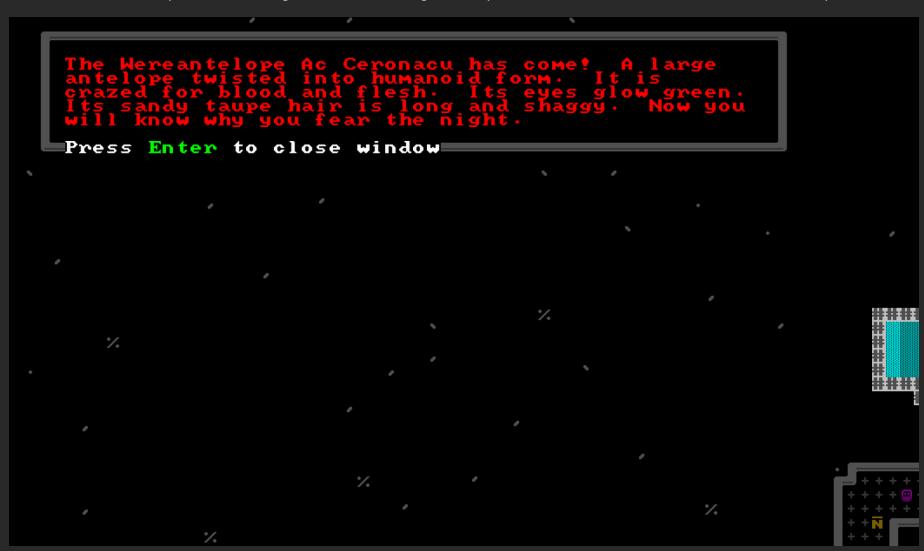
The (steel battle axe) has lodged firmly in the wound!

Soon, more were recruited in the exploration of the caverns and we discovered multiple pools full of magma, as well as the shores of a massive underground lake.

And, of course, yet another obstacle appeared in our path to water. Or should I say, lumbered into the way. A blind Cave Ogre discovered our hastily carved staircase and set up camp next to it, attempting to grab any helpless dwarf that walked by. He finally caught hold of a poor dwarfs foot and bludgeoned him to death.



Oddly enough, the ogre didn't seem compelled to climb the staircase. I ordered 7 haulers to run down and fight it - no one knew where the steel axe was located and the ogre need to be dealt with. They rushed down, taking the ogre by surprise and knocking it out quickly. The haulers were in the process of choking the life out of the ogre when yet another creature attacked the fort - this time topside.



A strange abomination greeted our Mayor, Kivish Rubbedposts. Twisted, malformed and walking on it's hind legs was an antelope. The creature seemed immediately hostile. Our mayor met this creature on the other side of the waterfall bridge, the south entrance. I had to make a choice, and fast: close the bridge, leaving the mayor to the creature's wrath, or leave it open and try to save his life.

~To be continued~

OOC:

And I thought this year was going to be boring. . .

Title: Re: The Fate of Doomforests
Post by: Salmeuk on October 27, 2014, 11:36:25 am

24th Opal, 1051, Continued

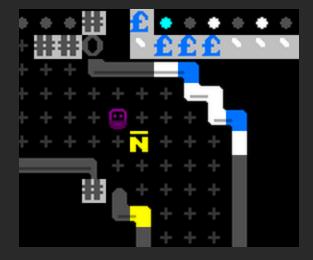
As I rushed towards the lever room I heard screams and wails from the hospital. "Vutok has perished!" exclaimed the doctor, distraught over the death of the fallen hero. I had no time to spare for grief, but the news was devastating. His injuries had been massive, including a cracked skull and fractured spine, but our doctor had managed to set the fracture and patch up his skull - he had died of dehydration.

I burst through the door and centered my vision on the south bridge control lever, the one in between the wereantelope, the mayor, and our 60 citizens.

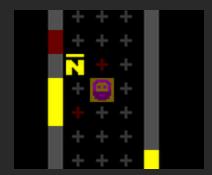
That's when I realized I couldn't do it - I couldn't bring myself to lock out the mayor with that thing. He had been recently elected due to his kind words and ability to make friends with nearly anyone, and his death might trigger massive moral loss and even more deaths.

Yet again, I ordered some haulers to form a ragtag mob and charge towards the beast. I sorted through our weapon bins, looking for anything that could help. Beneath the piles and piles of wooden crossbows (damn my lack of foresight) I spotted it - the elk bone short sword created earlier this year. I had no time to consider what a terrible weapon it might be and snatched it, sprinting towards the south entrance just behind the haulers.

The mayor, in his quick thinking, attempted to draw the creature out and dodged past it, running back towards the south entrance.



However, his speed was lacking as the terrible beast took hold of him, literally snapping his limbs in two with it's brute force. His death was a terrible mutilation, adding on to the pile of gruesome mortality that this fortress had experience.

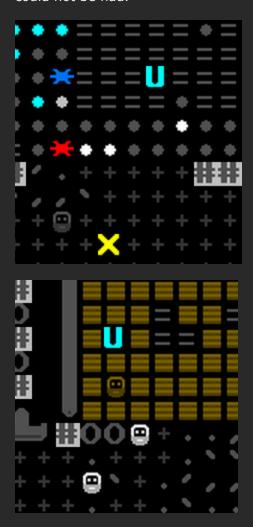


The creature wasn't finished, and we were still halfway across the fort. A lone armorsmith was walking back to his bedroom when the thing attacked - catching the dwarf unaware. Medtob Rocksroars was the name of the armorsmith, and while a lesser dwarf might give in to pain, the bruises and broken bones only enraged him.



He fought back, despite his weakening state. It still looked hopeless, for the beast was imbued with an unholy strength and could not be stopped.

That's when midnight struck. The wereantelope writhed and convulsed, it's body reshaping itself into it's true form - a human! Better luck could not be had.



We cornered it at one of our wood stockpiles, but the fight wasn't over yet - the human was wily and dodged back and forth. It took six of us to subdue him, and I repeatedly stabbed it in the head in a furious rage. Only after some time did we stop and realize it had been dead, it's head punctured and brain gored.

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The Hoodcutter collapses and falls to the ground from over-exertion. The Hoodcutter tabs the Human in the head with her akililun Kithdarud, the Hoodcutter slates the Human in the head with her akililun Kithdarud, the Hoodcutter slates the Human in the head with her akililun Kithdarud, the Hoodcutter slates the Human in the head with her akililun Kithdarud, the Hoodcutter slates the Human in the head with her akililun Kithdarud, the Hoodcutter slates the Human in the head with her akililun Kithdarud, the Human in the head with her akililun Kithdarud, the Hoodcutter slates the Human in the Human in the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Hoodcutter slates the Human in the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Human in the Hood with her akililun Kithdarud, the Human in the Hood with her akililun Kithdarud, the Human in the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Human in the Hood with her akililun Kithdarud, the Human in the Hoodcutter slates the Human in the Hood with her akililun Kithdarud, the Human in the Hoodcutter slates the Human i
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At this point, I stopped. I was exhausted, I had never killed anything before and despite knowing the human was truly a beastly creature I still felt horrified.

In a moment of clarity, I realized my hasty orders to search for running water had not only killed many more dwarfs than simply Vatok, they had also accomplished nothing. The shaft I had ordered dug, without the usual safety precautions that come with breaching the caverns, had led to multiple invaders gaining access to the fort. The death of the mayor was in my hands - had we not been occupied by the Cave Ogre, the militia might have saved him in time.

I knew what I had to do. I found a willing dwarf to take my place, and resigned position as Overseer. I thought I had been doing well, I thought my orders to be logical and sound, but I simply hadn't been tested. This fort would not suffer at my hands any longer.

(OOC)

And so end's my year as overseer. I actually cut 14 days into the next year, so my apologies - I was distracted as you might have noticed. The cave ogre still isn't dead, since we don't have any weapons to kill him with (try to find that steel axe). He's somewhere on the staircase to the caverns. The fortress is in a state of disarray, the last few months were dedicated to fighting all these random beasts and as such there are corpses lying everywhere and the hospital is full.

Food stocks are alright. If you need to close the various gates and want to know which lever does what, look at the 'N'otes and the bridges are color-coded with the levers.

The next overseer should try to set up the military - I have a few uniforms already set up but right now we have no dwarfs except Reg, the guy who killed the cave croc. Next migrant wave should be dedicated to the military and hauling.

Here is the file, have fun! http://dffd.wimbli.com/file.php?id=9980

And here is the DFMA link: http://mkv25.net/dfma/map-12303-doomforests

Title: Re: The Fate of Doomforests

Post by: Taupe on October 27, 2014, 02:41:21 pm

You did what you could. I dont think anyone could be fit to oversee such a doomed encampment

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **October 27, 2014, 07:47:30 pm**

Damn, this fort is turning out better than I expected. Hehe, I hope that our next ruler knows how to deal with Ogres.

Remember to stockpile coffins!

Title: Re: The Fate of Doomforests

Post by: Ethan741 on October 27, 2014, 08:30:13 pm

Ogres? Hah, the next overseer is screwed.

•••

What?! What do you mean I'm up next?!

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **October 28, 2014, 07:16:03 am**

I just like to imagine the conversation between the old and new overseer. $_{\mbox{\scriptsize Quote}}$

All right. So, so glad you signed up for this, on such short notice...

And um.. Congratulations, by the way, this must be an honour for you.. So...

Small issue, the ogre that's on its way up the stairs to kill and maim everyone... Oh did no one tell you? Well, anyway that is something you should deal with soon... Yea, that is the sound of its footsteps.

But good luck! And may the rest of the year bring good fortune.

XD

Title: Re: The Fate of Doomforests

Post by: Taupe on October 28, 2014, 07:37:48 am

Drokles

35

666

Here's an omen of prosperity for you

Title: Re: The Fate of Doomforests

Post by: nekoexmachina on October 28, 2014, 09:38:21 am

Please count me in, and dorf me as some quick-to-form grudges asocial dude.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 28, 2014, 10:31:04 am

Quote from: Ethan741 on October 27, 2014, 08:30:13 pm

Ogres? Hah, the next overseer is screwed.

What?! What do you mean I'm up next?!

ahahahah

Oh, the ogre isn't actually a problem. After wrestling my unarmed militia for a few weeks he was mostly yellow injuries and overexerted, so you just have to find a way to finish him off before he wakes up. You can't get fresh water until you do (or the river thaws).

The militia who were wrastlin' him just couldn't finish him off, which is rather realistic - could you put an Ogre in a chokehold?

Anyways, the biggest threat is a tantrum spiral, but if you updated versions that could lead to some interesting interactions with the new feelings. Just get that water and you should be set (rotting bodies be damned).

Oh, I'm also suspecting that there aren't any goblins who have access to the fort - there were zero goblin snatchers during my reign and usually an ambush or two would have worked it's way past our gates by now. Drokles, do you remember if you embarked on a non-goblin map?

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 28, 2014, 10:39:08 am

And I'll just doublepost this, but you should know that when I assign labors to a dwarf I also give them custom profession names - long ago I got sick of the auto-names that were assigned after a certain skill level. This means that if you change a dwarfs labor, unless you also edit the custom profession names I've assigned them (i.e. Hauler, Farmer, Marksdwarf) their name won't change despite being a better miner than smelter. That could be confusing to someone new - I believe the commands to edit profession name once you have a certain dwarf highlighted are 'z' - 'y' - 'p'.

Also of note (I have a lot a quirks) that I designate 4-5 dwarfs as general farmers, and give them all the farming professions. You could split up their duties into brewer and cook and whatnot if you want a more efficient and skilled food production. I'm just too lazy to individually assign all 10+ farming labors. As long as you keep enough dwarfs around who have every farming skill enabled, then you won't have an issue with production - just roast quality will probably never be very good. I find masterwork *plump helmet roasts* sort of exploity, especially if you trade them.

Again, all of these things were my personal preferences and I suggest you edit the fort as makes you comfortable.

Title: Re: The Fate of Doomforests

Post by: Ethan741 on October 28, 2014, 05:13:37 pm

13th Slate, 1052 year of Armok.

So this is Doom Forests huh? Doesn't seem so-

Spoiler (click to show/hide) A large cavern-dwelling humanoid monster. It has a gaping mouth with many sharp teeth. It has no eyes and only two digits on each hand and foot. He is incredibly muscular. His skin is white. His upper body bears the marks of old wounds, including a tiny straight scar. His head bears a straight scar. His right upper arm bears a tiny straight scar. His left upper arm bears atiny straight scar. His left foot bears a tiny straight scar.

Oh goddamnit.

<u>Spoiler</u> (click to show/hide)



Aw damnit.



Okay, so it's increasingly obvious that some stuff, well to put it lightly, "went down" while some other madman thought it was a good idea to build a literal paved highway to the place of my nightmares. I mean, I'm all for caves and all, but seriously, we could have AT LEAST build a gate instead of letting the blind bastards RIGHT UP TO OUR DOORSTEP. I'll have that fixed immediately after I uh... Get rid of these mangled corpses.

Also, we don't have any smelters. Someone should fix that.

14th Slate 1052

Migrants! Maybe someone with a weapon! I keep hearing banging and screams from the staircase. I'll send them down there to deal with it, cos' there's a snowball's chance in hell that I'm gonna go check it out alone. Have you even seen that thing's teeth? Horrifying.

17th Slate, year of baddassery

Spoiler (click to show/hide)

The Miner strikes The Blind Cave Ogre in the head with his (-\alpha-bronze pick-\rightary-) tearing the nuscle and fracturing the skull!

An artery has been opened by the attack!

An artery has been opened by the attack place of the head with her right hand,

Been opened by the attack place opened by the artery has been opened by the artery opened by the artery has been opened by the artery opened with her right hand, but the artack glances away!

In the Artery opened by the artery has been opened by the artery opened by the artery opened by the artery opened by the artery has been opened by the artery has been opened by the artery opening the bad with her left hand, but the artery has been opened by the artery opening the bad with her left hand, but the artery has been opened by the art

let hes The Blind Cave Ogre in the head with her left hand, le! The Blind Cave Ogre in the head with his ⟨-«-bronze injured part is cloven asunder!

YEAH! About time someone sorted that out!

Oh yeah, and on a side note, discovered the Magma sea!

That actually sounds really unpleasant... Although that might solve the corpse problem.

21st Slate, 1052 Spoiler (click to show/hide)



Got to work on the magma smelters. With that ogre gone, we've been able to work on the lower caverns much more easily, so that's always nice. Although I will admit, the room is turning to be a bit more shoddy than I expected. I'll keep working on it.

26th Slate, 1052

Spoiler (click to show/hide)

| State | State

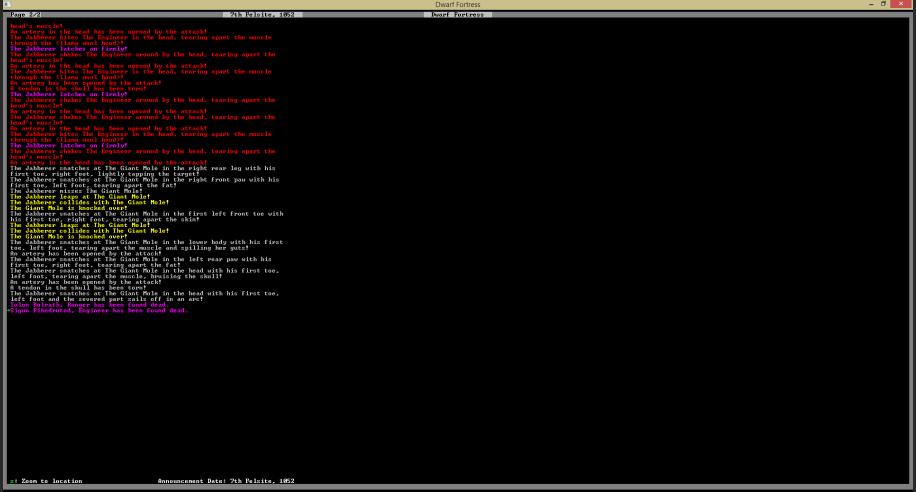
I keep watching this poor sod try to carry a bucket of water from one place to the next, but suddenly, he starts weeping into the bucket and getting snot everywhere. Poor guy.

7th Felsite 1052

Morale has been, well, pretty shite actually. Erected a tiny little mist room to see if that cheers anyone up. Kids love mist, of course it will work.

8th Felsite 1052

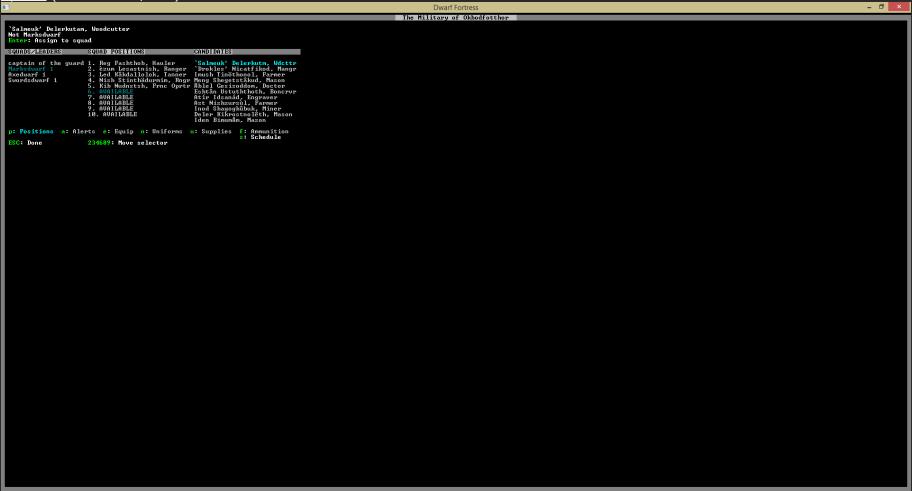
OH GODS, WHAT WENT WRONG?! That thing just literally SWALLOED his head with the neck still attached! And worse, not one stepped up to help him!



13th Felsite, 1052

We are getting our arses handed to us thricefold. I don't care HOW depressed we are, we are getting a REAL military.

<u>Spoiler</u> (click to show/hide)



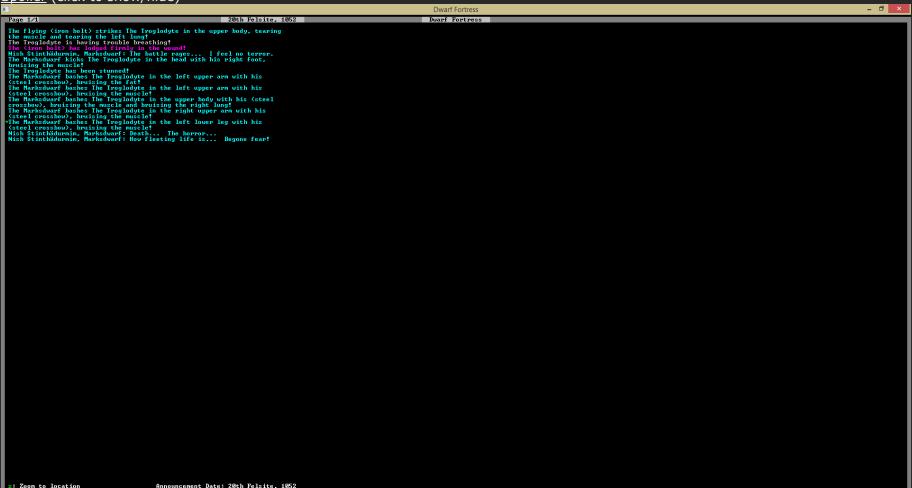
17th Felsite, 1052

Reinforcing the outer wall. Judging by all the corpses, we definitely need the extra protection.



Yep, I think the new millita is definitely working.

Spoiler (click to show/hide)



23rd Felsite, 1052

What's that awful smell-

Oh.

Oh dear.

Spoiler (click to show/hide)



28th Felsite, 1052

Some craftsman named "Tekkud" begins work on some mysterious construction. Huh, maybe things aren't as bad here as I first thought.

Spoiler (click to show/hide)

Tekkud Tanakrul has begun a mysterious construction!

4th Hematite 1052.

Oh. It's just a flute. That's actually kind of a massive buzzkill after all that we've been through. Guess you could say that it...Blows.

HEY! STOP SNIGGERING! I AM FULLY COMPETENT AS THE FORTRESS COMEDIAN!



7th Hematite, 1052

Thanks to the relative calm lately, I've been able to start several building projects, all of which I can't be bothered to scribble onto this page. But what does it matter anyway? It's not like anyone is going to READ this or anything. Who would take a random leather bound journal anyway? Right? Right?!

Note to self: Improve lock on the chest under the bed.

(OOC)

Not much is really happening, like, at all. I'm not sure what's worse, knowing that anything could happen, or actually having said awful event happen.

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **October 28, 2014, 06:14:17 pm**

Quote from: nekoexmachina on October 28, 2014, 09:38:21 am

Please count me in, and dorf me as some quick-to-form grudges asocial dude.

Done. Could you dorf him Ethan? Oh I completely forgot to dorf Masked_Hunter1824 during my turn, could you dorf him as well? Thanks!

Quote from: Salmeuk on October 28, 2014, 10:31:04 am

Quote from: Ethan741 on October 27, 2014, 08:30:13 pm

Ogres? Hah, the next overseer is screwed.

...

What?! What do you mean I'm up next?!

ahahahah

Oh, the ogre isn't actually a problem. After wrestling my unarmed militia for a few weeks he was mostly yellow injuries and overexerted, so you just have to find a way to finish him off before he wakes up. You can't get fresh water until you do (or the river thaws).

The militia who were wrastlin' him just couldn't finish him off, which is rather realistic - could you put an Ogre in a chokehold?

Anyways, the biggest threat is a tantrum spiral, but if you updated versions that could lead to some interesting interactions with the new feelings. Just get that water and you should be set (rotting bodies be damned).

Oh, I'm also suspecting that there aren't any goblins who have access to the fort - there were zero goblin snatchers during my reign and usually an ambush or two would have worked it's way past our gates by now. Drokles, do you remember if you embarked on a non-goblin map?

Oh yea, I checked neighbouring civilizations before embarking. One of the biomes neighbours goblins, but then another one neighbours humans, so I don't get why their caravan wasn't there last summer. I'll update my original thread with a screen of the area we embarked on.

EDIT: My first journal entry has been updated with pictures of the embark site. These are taken from the save I passed on to Salmeuk, so that's why Doomforests is already present on the map.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on October 29, 2014, 06:19:11 am

Quote from: Ethan741 on October 28, 2014, 05:13:37 pm

(00C

Not much is really happening, like, at all. I'm not sure what's worse, knowing that anything could happen, or actually having said awful event happen.

Just you wait, fellow overseer. Soon you'll be up to yur neck in forgotten beasts and dragons and goblins!

Quote from: Drokles on October 28, 2014, 06:14:17 pm

Oh yea, I checked neighbouring civilizations before embarking. One of the biomes neighbours goblins, but then another one neighbours humans, so I don't get why their caravan wasn't there last summer.

I'll update my original thread with a screen of the area we embarked on.

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EDIT: My first journal entry has been updated with pictures of the embark site. These are taken from the save I passed on to Salmeuk, so that's why Doomforests is already present on the map.

Ah, sweet. I wonder if maybe the civilizations are dead, then, since I would seriously expect some goblin intruders about now. Whatever the case, our own locality seems to provide plenty of fun.

Also, I lol'ed at the flute joke - it caught me unaware early this morning.

Title: Re: The Fate of Doomforests

Post by: Ethan741 on October 29, 2014, 06:16:31 pm

8th Hematite, 1052 Spoiler (click to show/hide)



Here's just a little hint of some of the things that I've been toying around with. As odd as it sounds, the calm of late is rather unsettling. I don't quite like it.

13th Hematite, 1052

Human caravan arrives from the north. Or East, whatever. I hope the massive pile of death at the front doesn't scare them off. Spoiler (click to show/hide)



17th Hematite, 1052

Spoiler (click to show/hide)

Domas Emalsibrek, Fish Cleaner has been elected mayor.

We have a new mayor! I'm not sure what he actually does other than demand an office and also raise, but yeah! Power to the people!

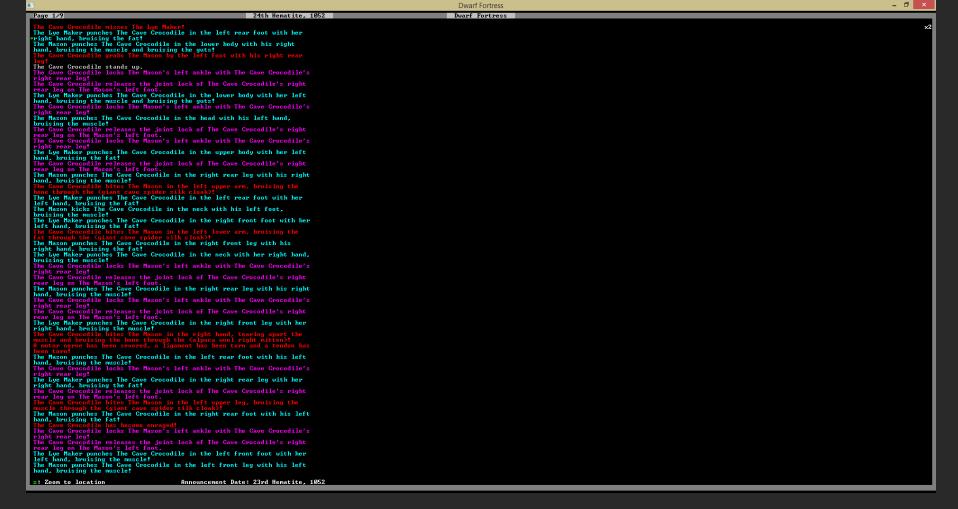
23rd Hematite, 1052



So THAT'S why those splints weren't getting made! What's that Salmeuk? You're a woodcutter and not a carpenter? Sod that! You work for ME now!

24th Hematite, 1052

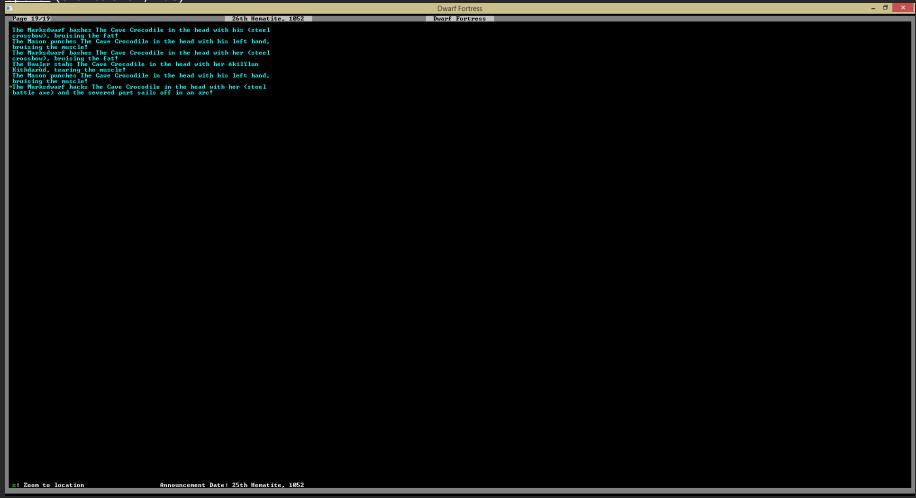
NOT AGAIN!



26th Hematite, 1052

Oh. Well that was abrupt. I'm quite liking our "Marksdwarves".

Spoiler (click to show/hide)



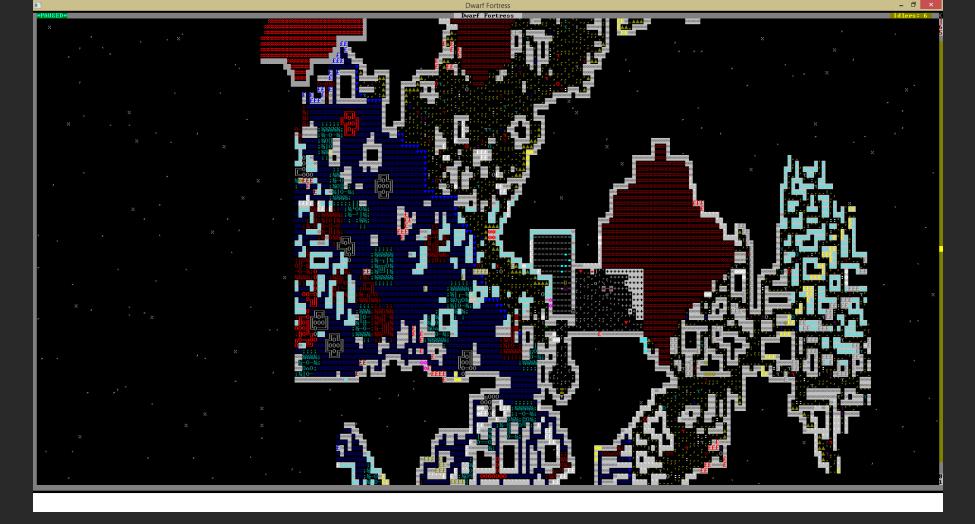
Side note: New mayor is an ass, he put a ban on the export of bolts. I'll shove a bolt right up HIS nether-cap if this continues.

27th of Hematite, 1052

Traded with the humans, and not much else. Did you know you can make wine out of sweet potatoes? I sure as hell didn't.

7th Malachite, 1052

Began work on our soon to be expansive smelting room. I hope no one else decides to go for a swim in the magma sea. That last guy's ashes STILL fill my lungs.



15 Malachite, 1052

Feb the mason just dropped dead today. I suspect some sort of foul play, but neither gash nor bolt was found on him. Odd. Spoiler (click to show/hide)

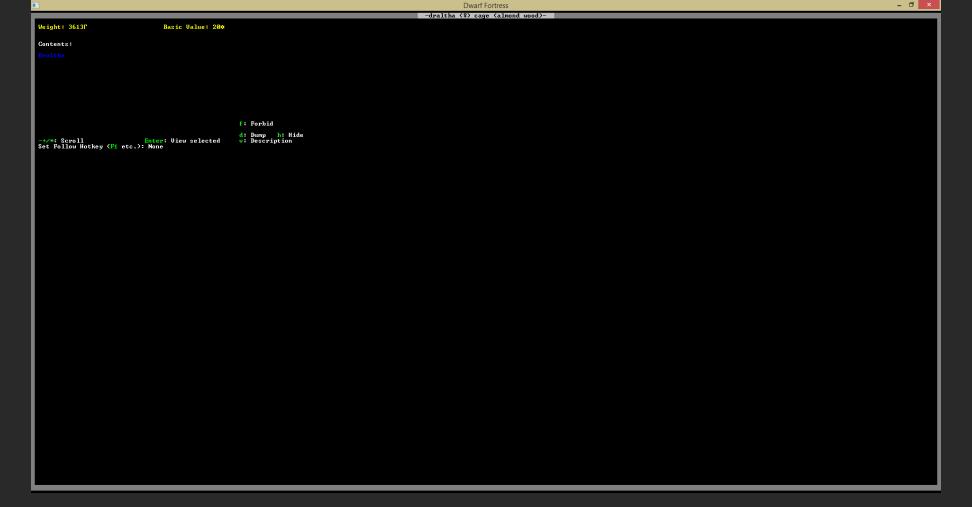


23rd Malachite, 1052
The page is illegible, the words stained by what appears to be dried draltha blood.

24th Malachite, 1052

More migrants! This should be interesting. Or ridiculously disheartening, depending on how you look at it. Do we even have any room left?

3rd Galena, 1052

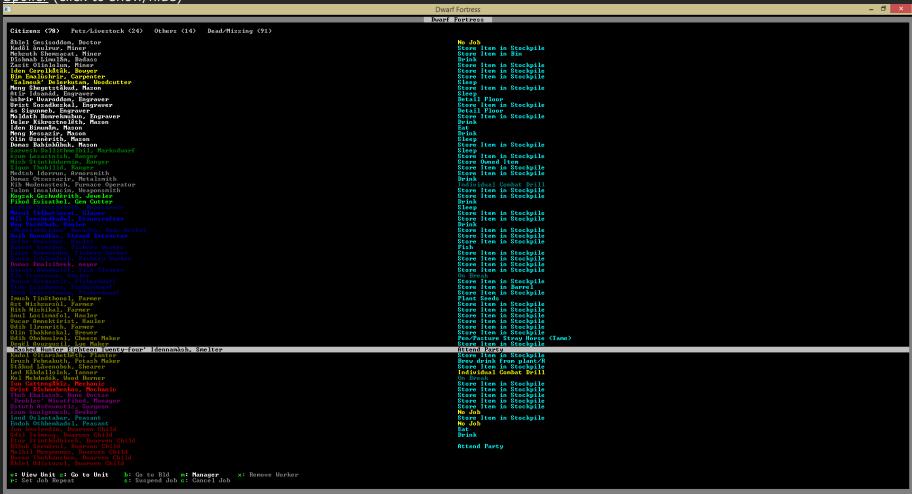


I KNEW those random cage traps would pay off! AND THEY DIDN'T BELIEVE ME! Hmph! And they all thought I was just some useless sneering imperialist!

12th Galena, 1052

Started a mass movement of all ores down to the smelters. I think this "Masked Hunter" guy is a lazy asshole. He's been sitting in the dining room doing nothing claiming that he's "attending a party, sir." I'll be keeping tabs on him.

Spoiler (click to show/hide)



Title: Re: The Fate of Doomforests

Post by: **Salmeuk** on **October 30, 2014, 12:42:28 am**

Random dwarf dropping dead? Sounds like a vampire!

. . .

Look for highly skilled migrants with white hair - if you suspect a vampire lock them in a room and see if they get hungry.

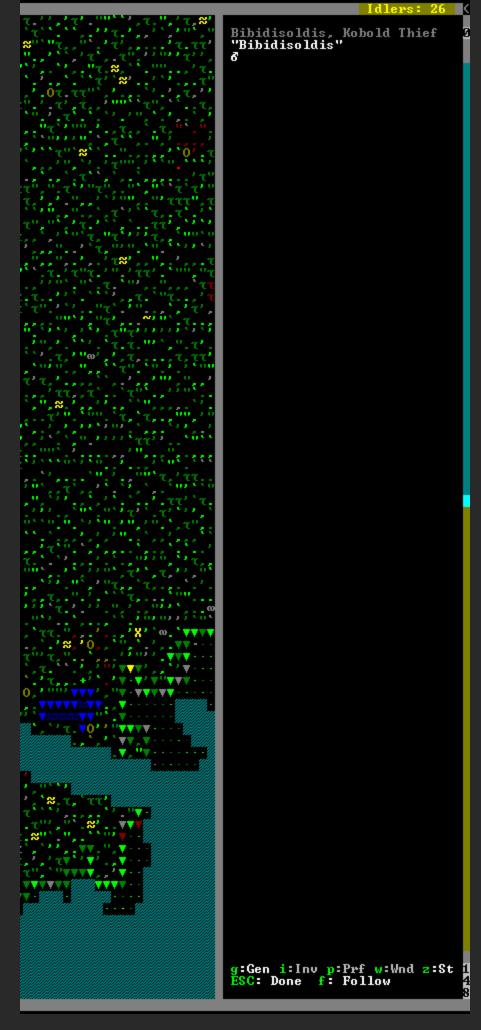
Also, if you could trap a cave croc, we could train them. That would be swell, don't you think?

Title: Re: The Fate of Doomforests

Post by: Ethan741 on October 30, 2014, 07:27:49 pm

2nd Limestone, 1052

Thief! Someone shoot the taffer!



...Or not. Let him bugger off, I guess.

11th Limestone, 1052

Dwarvern caravan has arrived! I hope they like microline crowns, because they're not getting much else.



19th Limestone, 1052

More Migrants. Yay, more non-working mouths to feed!

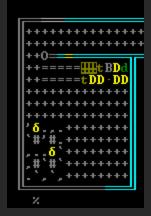
27th Limestone, 1052

Behold! My wonderous army of semi-trained Dralthas!

...

I wish we had caught something more menacing.

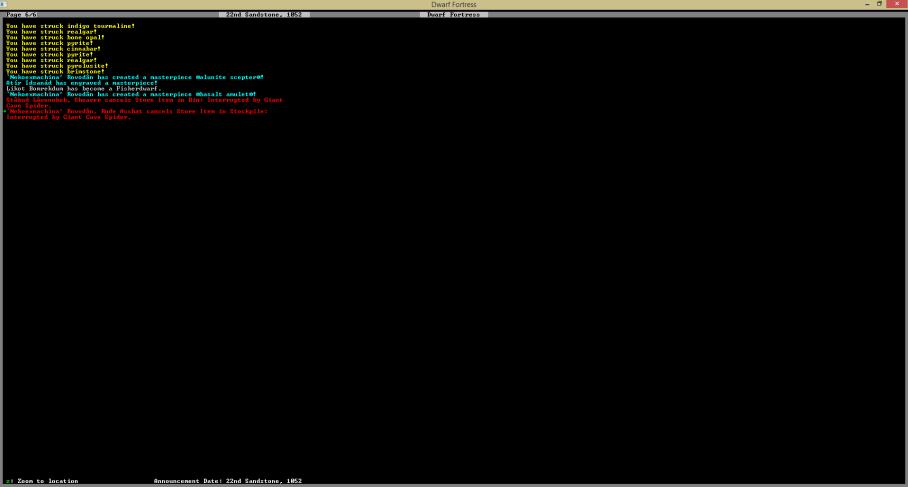
Spoiler (click to show/hide)



22nd Sandstone

ОН

Spoiler (click to show/hide)

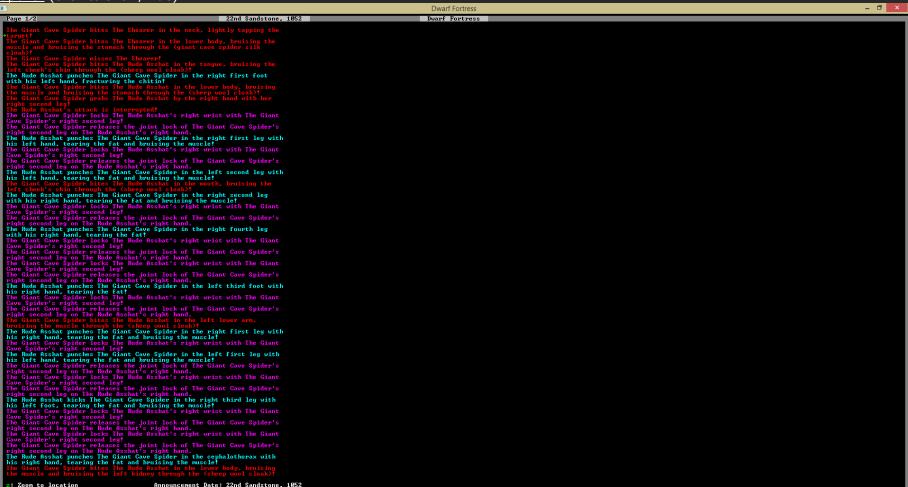


SHIT

Okay! So apparently, a GIANT SPIDER FROM HELL decided to clamber up our heavily fortified stairs. Nekoexmachina, who happened to be watching at the time, took the brunt of the spiders onslaught. While he put of a good fight, thrashing and screaming, in the end, he just got his throat torn out. As I shook my head in shame, and wrote down another order for a stone coffin, I heard a horrible screetch. Neko

decided to shrug of the piercing of, let's say, three arteries, and proceeded to TEAR OUT each one of the spiders eyes, screaming from both his mouth and throat at the same time while doing so. He then proceeded to go to the dining room and get a drink.

Spoiler (click to show/hide)



It's okay, It's not like I wanted to sleep tonight anyway.

8th Timber, 1052

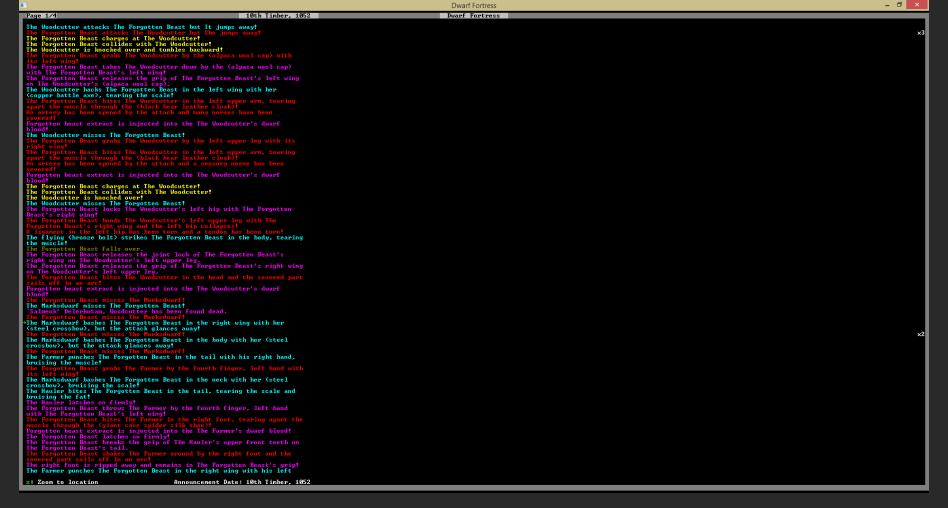
Hey, remember how I was terrified of that Ogre a few months back?

Yeah, screw that.



Almost as if it was like water, flowing down a stone, Sut, Guardian of the Pit slithered up the stone staircase with the speed of a flying bolt. Immediaetly, she seized a nearby woodcutter, Salmeuk, and leaps upon him, wrestling him to the ground. He thrashed and fought, but with vicious efficiency, she began breaking his limbs one by one with her thin wings. His screams echoed through the halls, but she showed no mercy. The one final strike that tore off his head was not a graceful once.

Spoiler (click to show/hide)



A farmer stood there watching in horror, unable to run, unable to even blink. As the great beast turned to him, he fell to his knees, feeling hopeless against the odds. As the viper dropped her previous prey's head, and slithered over to him, he felt a surge of anger course through his veins, and with a shout, he jumped from his crouched stanced, and charged Sut. Unfortunately, the beast simply caught him by the leg, and proceeded to tear his leg off too.

It was at this point that the militia arrived, but as I was soon to see, they didn't help out too much.

Bolt after bolt rained down on Sut, but nothing seems to stop it. She tore through everyone like simple sheets of fabric. That one stoneworker that smiled at me today, as she crafted what she didn't know would be her last works. Gone in an instant, torn in half.

Drokels, the neurotic manager, who insisted that all the numbers *had* to be done correctly. How will he write now when he has no hands?

And many others, who I can't even name, who all looked the same as blood spewed forth from them.

Until he showed up.

Running without sound, and screaming without noise, the farmer Erush, enraged by the death of his comrades jumps into the air, and with a piroutte, lands a solid kick into the beast's eye, causing to explode in gore.

It would have a joyous moment too, if only the beast hadn't have turned it's head, and snapped of his feet in the next seconds.

We didn't even get the honor of delivering the fatal blow. It died of blood loss, after killing ten dwarves.

And even now, as the halls grow quiet, with only the sounds of dripping blood to accompany the silence, we can still hear the screams echoing in our minds.

I'm in a world of shit.

<u>Spoiler</u> (click to show/hide)



(00C)

I thought you guys were kidding about the knee deep in forgotten beasts thing! Oh well. Congrats to Masked Hunter and Nekoexmachina for being the two named dwarves that got involved in the fray and lived. I would have taken more pictures, but the battle was literally a one sided brawl, with a a snake standing (sitting?) on a pile of bodies. It wasn't really picture material, as they were too clustered together, not to mention dead.

Title: Re: The Fate of Doomforests

Post by: Taupe on October 30, 2014, 09:15:17 pm

I'm in a world of shit.

That should be the official quote of this fortress

Title: Re: The Fate of Doomforests

Post by: Drokles on October 31, 2014, 01:47:09 am

Hehe, I wonder if you regret saying not enough stuff was happening in the fort :P.

Quote

Neko decided to shrug of the piercing of, let's say, three arteries, and proceeded to TEAR OUT each one of the spiders eyes, screaming from both his mouth and throat at the same time while doing so. He then proceeded to go to the dining room and get a drink.

At least we have plenty of badasses in our fort it seems.

Quote from: Taupe on October 30, 2014, 09:15:17 pm

I'm in a world of shit.

That should be the official quote of this fortress

Done.

How many named dwarves remain? I love the fact that you bothered to custom name neko's role;).

By the way, I wont be around next week to maintain the thread. I'll try to go online, but I'll be behind the great firewall of China. Just carry on piling Dwarven suffering onto our fort until I'm back;)

Title: Re: The Fate of Doomforests

Post by: Taupe on October 31, 2014, 01:55:15 am

Just carry on piling Dwarven suffering onto our fort until I'm back

Like we can actually stop that....

Title: Re: The Fate of Doomforests

Post by: Masked_Hunter1825 on October 31, 2014, 06:01:26 am

My fists know no equal!

Title: Re: The Fate of Doomforests

Post by: nekoexmachina on October 31, 2014, 03:38:42 pm

That ass was tryin' to stop me from getting my booze, dude. Noone can do that.

OOC

Never thought that "dorfing" thing could be satisfying, thus my first ever dorf.

Title: Re: The Fate of Doomforests

Post by: Ethan741 on October 31, 2014, 07:18:11 pm

14th of Timber, day of the dead, 1052

Some sick bastards are raking over the bodies in the hall, and are taking their valuables, but everyone's just too shocked over what happened to say anything. In other news, I've ordered more coffins made, and have started looking for potential recruits for our Militia, as we lost a dwarf in the killing last week.

16th of Timber, 1052

The entry is empty, with only a date written on the page.

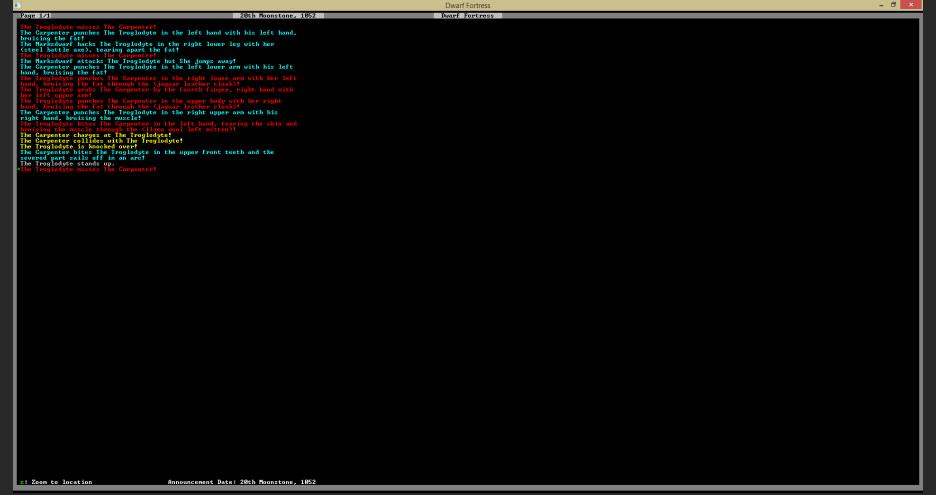
3rd Moonstone, 1052

We had a thief today. Upon peeking in the front doors, she looked horrified, and ran off.

I don't blame her.

20th Moonstone, 1052

<u>Spoiler</u> (click to show/hide)



Another troglodyte made it into the fortress today. I would send a kill-squad into the caverns to deal with them once and for all, but I'm terrified of uncovering another "thing" to deal with.

2nd Opal, 1052

Almost finished outfitting the military with metal armor. Maybe this will stop them fron getting slaughtered next time.

12nd Opal, 1052

A horned owl broke in today.

We fucking shot it to death.

Spoiler (click to show/hide)

13th Opal, 1052

Only

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The boulgrowth, Broker control fitted forcy: Interrupted by Clast Great

The boulgrowth, Broker control fitted forcy: Interrupted by Clast Great

The Control of the Con

As if I didn't have enough problems already, and now we have to find out who was the father.

19th Obisdian.

On the page is an image of a smiley face in charcoal.

Happy birthday.

1st of whatever, don't give two shits.

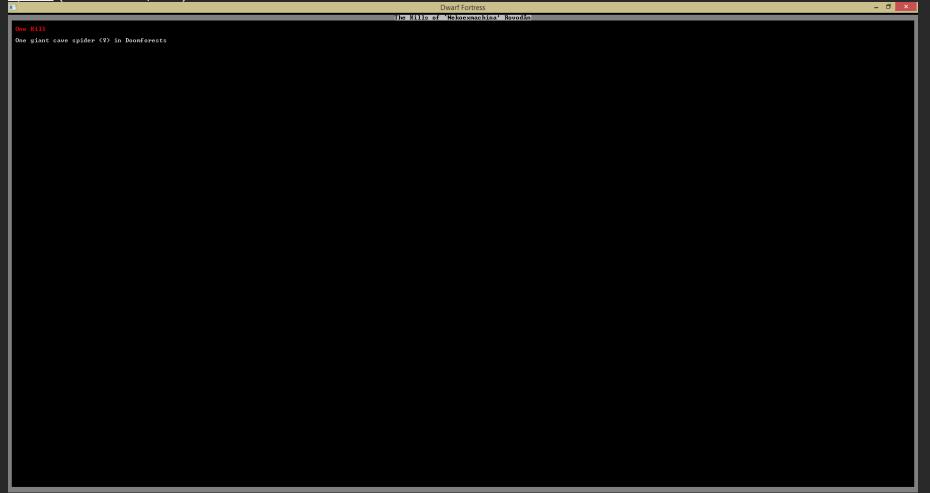
I've done some thinking this month. And you know what I think? Yeah, I'm pretty sure I'm done, goodbye and goodnight. If you need me, I'll be sitting in the corner of the statue garden, trying really hard not to scream. In fact, props to you if you even FIND this journal, cos' I'm sure as hell not keeping it. I don't want to remember what I saw, I want to forget. And I'm not gonna become some elephant-ass seer, remembering everything and becoming some seer. I'm just gonna pretend I know stuff about mechanics. Yeah, that sounds great. I'll let someone else have the responsibility for once.

(OOC)

I know I didn't write much this time around, but I didn't want to start vividly describing things, as it would conflict with the mood of my melodramatic, poncy-ass dwarf....

That, and I wanted to stop stalling, and let the next person have a go around the block.

Spoiler (click to show/hide)



Seriously though, that was a pretty brutal kill you pulled off there.

Anyway, the living dwarves are myself, Masked Hunter, and Nekoexmachina. Drokles got his hands cut off and promptly bled to death, and Salmuek got all of his limbs torn off and was finally decapitated. Beautiful. Anyway, the fortress is mostly fine, but keep an eye on the swordsdwarf. She's not the same after getting her arm torn off and losing everyone she ever loved. Be sure to improve the forge room, as it's pretty rough right now. Oh yeah, and here's the save!

http://dffd.wimbli.com/file.php?id=10008

Title: Re: The Fate of Doomforests Post by: Drokles on October 31, 2014, 07:31:18 pm

Score! Just in time for me to read it before leaving.

Well played Ethan. I sense a general tendency of the overseers of Doomforests to devolve into apathetic sods towards the end of their reign.

Quote

19th Obisdian.

On the page is an image of a smiley face in charcoal. Happy birthday.

This just made me laugh.

Title: Re: The Fate of Doomforests

Post by: mate888 on October 31, 2014, 09:13:05 pm

Well.

This is awesome.

I would like to have a turn after nekoexmachina if the fort is still alive by then.

And I will also leave this here:



Title: Re: The Fate of Doomforests Post by: tonnot98 on November 01, 2014, 02:09:29 pm Couldn't resist, had to read.

Also, this fort is probably gonna surpass my deceased list of 700 in my 6 year fort pretty soon

This should be great FUN.

Also, I have a question.

Are we able to mod the raws very slightly?

Title: Re: The Fate of Doomforests

Post by: nekoexmachina on November 04, 2014, 01:30:51 pm

I seem to not be able to play my turn through, if I wont' answer in 1 day after the turn before me is finished, assume that I'm out.. (may have no internets for next month, not sure)

Title: Re: The Fate of Doomforests

Post by: Drokles on November 08, 2014, 02:03:06 am

Quote from: mate888 on October 31, 2014, 09:13:05 pm

Well.

This is awesome.

I would like to have a turn after nekoexmachina if the fort is still alive by then.

And I will also leave this here: Spoiler (click to show/hide)

Done.

Quote from: tonnot98 on November 01, 2014, 02:09:29 pm

I haven't read anything but the OP.

Also, this fort is probably gonna surpass my deceased list of 700 in my 6 year fort pretty soon

This should be great FUN.

Also, I have a question.

Are we able to mod the raws very slightly?

Hey tonnot, are you still up for doing this?

I don't think we should mod the raws, but if you want I'll make a poll. What did you have in mind?

EDIT: Added a short writeup of the fort's history to the OP.

Title: Re: The Fate of Doomforests

Post by: Taupe on November 08, 2014, 03:58:30 am

Not sure if I was dwarfed or not. Can somebody look into that? I have no preferences, since long-term goals would derive from hope, which would derive from a serious disregard for the basic principles of how this fortress seems to be operating.

Title: Re: The Fate of Doomforests

Post by: Drokles on November 10, 2014, 12:37:27 am

Okay, unfortunately tonnot has not replied to my pm. Drazoth you can now officially take over.

Title: Re: The Fate of Doomforests

Post by: **Drazoth** on **November 10, 2014, 03:59:04 pm**

Very well, expect something tomorrow or Wednesday.

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **November 11, 2014, 08:42:49 pm**

Quote from: nekoexmachina on November 04, 2014, 01:30:51 pm

I seem to not be able to play my turn through, if I wont' answer in 1 day after the turn before me is finished, assume that I'm out.. (may have no internets for next month, not

No worries, thanks for the heads up. In that case, would you like me to advance your turn a few weeks when that time comes?

Thanks for stepping up Drazoth, have fun;D

Title: Re: The Fate of Doomforests

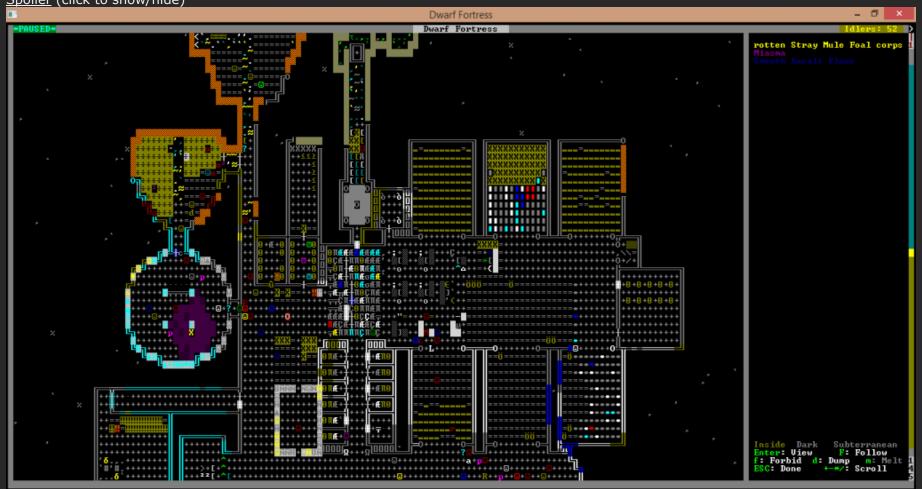
Post by: Drazoth on November 14, 2014, 10:11:05 pm

(Sorry about being late with this)

{This the revised version. If you wanted to see the original, you are out of luck. Also the first version was terrible and why would you want to read it?}

After the last overseer quit due to mental illness, the other retired overseers called a meeting of the whole fort to determine the next overseer. Since no one else was willing to step forward, I nominated my self. Since no one opposed me, I became leader of this fort. Now that I have power over this fort, I can begin working on the plan.

1st Granite: Why are there so many animals around here? Don't we have a place for them? It would seem we don't. This is a major problem for two reasons. 1.) They are in the way, making getting around the place a pain in the ass. 2.) Most of these animals are grazers and there is no grass inside here. I just got word that a donkey has starved to death in the dining hall. Spoiler (click to show/hide)



Now the whole area smells like donkey shit. I order it butchered and have the rest of the animals moved to the above-ground farm. That ought to keep them out of the way, and now the whole place won't smell like a barn.

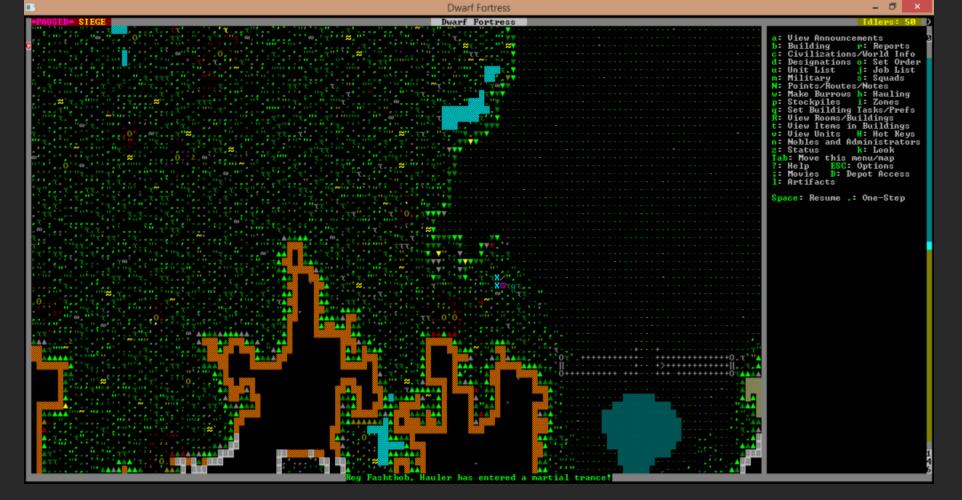
3rd Granite: I have just been informed that a kobold was sighted in the courtyard. Pesky little vermin those kobolds. I order the courtyard sealed and mobilize the army, such as it is. Once they get off their lazy asses I order them to kill the damn thing. [spoiler[/spoiler]

Not 5 seconds after the pest is killed I am notified that a small force of goblins has arrived to lay siege to us. I order our "army" to go deal with them.



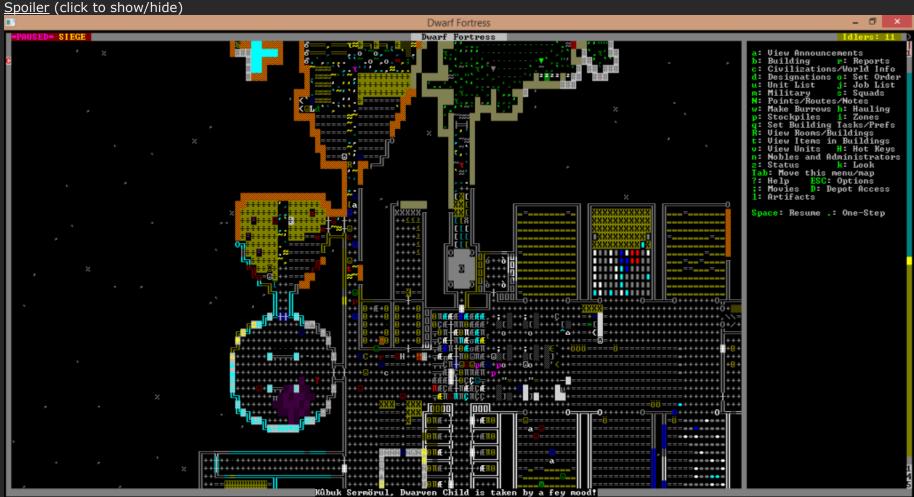
Reg, one of the soldiers has entered a martial trance. Hopefully he will kill those annoying things and this fort can get back to normal business. As a precaution, I order any dwarves still outside to return to the fort.

Spoiler (click to show/hide)



12th Granite: While the army is dealing the gobbos, a child is taken by a fey mood. Perhaps he'll make something useful. If he does, I won't

include him as part of my plans for dealing the obnoxious vermin known as "children".



Checking back on the battle, all but one of our military dwarfs is dead, as well as a baby that wandered out with the army. So not a total disappointment. The survivour is a marksdwarf who retreated and decided to go to bed. Useless bastard. On the plus side, only two gobbos are alive and one of them is in a cage. Wait, why is the carpenter out side, and why is he asleep?

Spoiler (click to show/hide)

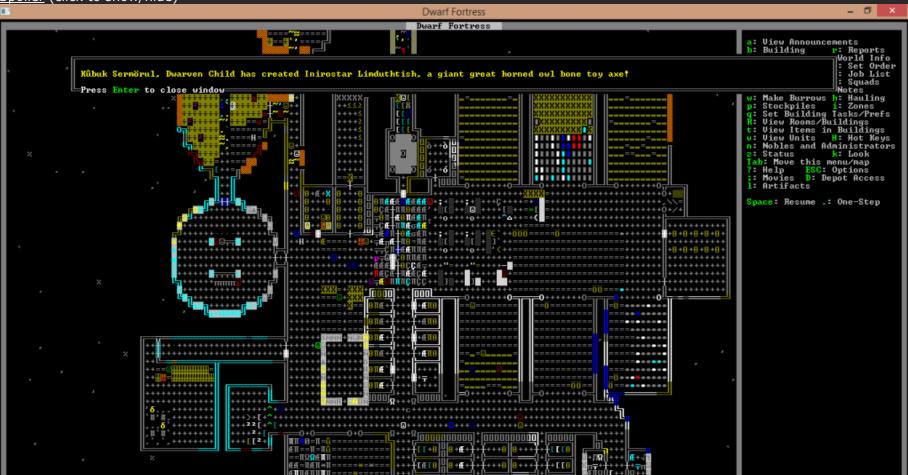


20th Granite: The carpenter wakes up and decides to head inside. The gobbo, badly wounded fighting our military, retreats, slowly due to

it's injuries. I don't want him to report back to his vile leaders about how vulnerable our defenses are so I have the miners form an emergency squad, and order them to kill the gobbo before he leaves. However, the marks dwarf decides to wake up and kill the gobbo. I guess he gets to live after all.

The kid completes his work!

Spoiler (click to show/hide)

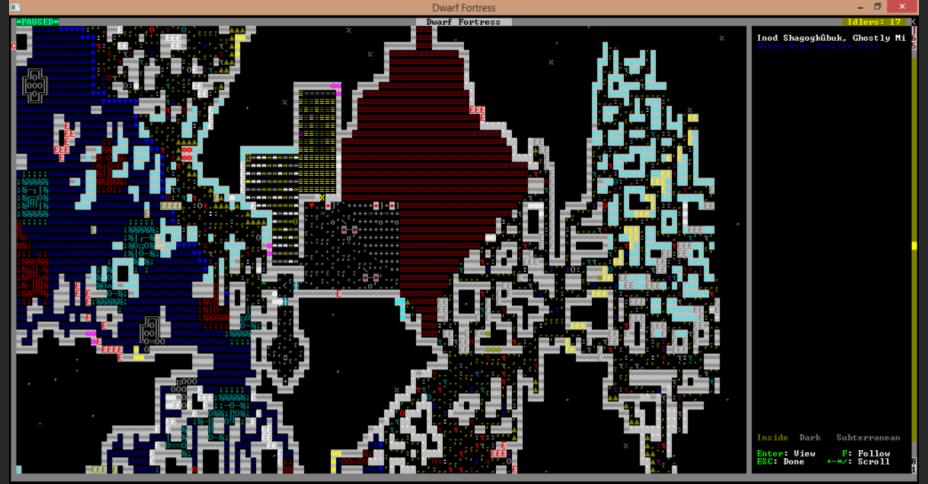


Spoiler (click to show/hide)



And it is completely useless. Oh well.

30th Granite: I just found out that some idiot decided that our metal working area should be in the caverns, you know, that place with the dangerous and angry animals? I wonder which of the geniuses that used to run the place did that? I shall have to rectify this if the is to succeed.



We also have only four bars of iron. How are we supposed to make a proper army with this? I have the miners start digging for metal and coal, so we can move our metal works somewhere near the rest of the fort.

Also, there appears to be a ghost haunting the current metal works, and I don't feel like that is a safe work environment, or a productive one. I order a slab to be made immeadiately so that it will go away.



4th Slate: Good news for once: the miners have found galena and hematite. The hematite is more important, but the galena can be used to make trade goods so I allow it to be dug out.

28th Slate: Good Progress is being made on the new metal works area, also, a bunch of migrants arrived, bringing our population up to

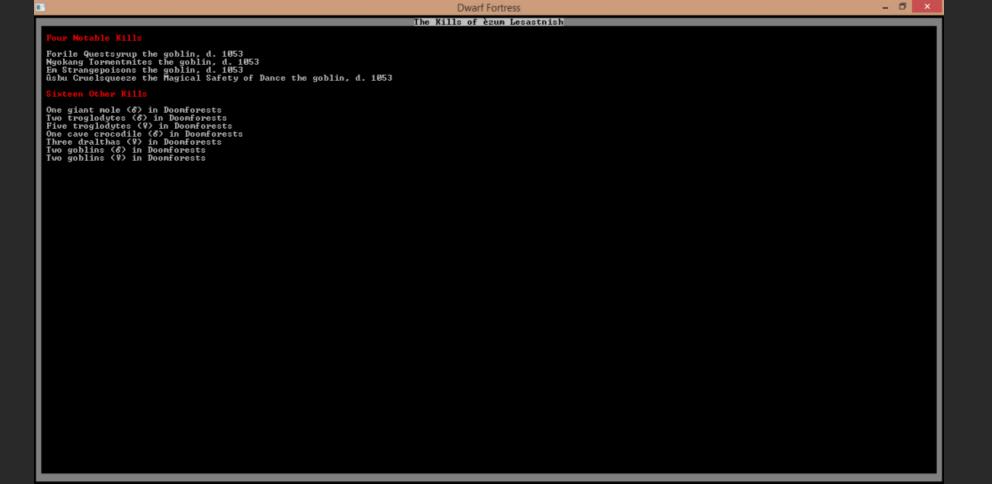
This will definitely help to replace the lost soldiers.

1st Felsite: I order the miners to dig out some bedrooms to make room for everybody. Though this will slow down the more important projects, I won't be able to get anything done with people wilning about not having a bed to sleep in.

25th Felsite: Bed rooms have been dug out. Now work can resume on the metal project. The miners have also found aluminum. I know it to be valuable for some reason so I order it dug out for trade good making.

More to come.

Bonus pic: The funniest name I have ever seen on a gobbo



Title: Re: The Fate of Doomforests

Post by: Taupe on November 14, 2014, 10:20:38 pm

You didnt put the "img" tag around the screenshots. :(

Title: Re: The Fate of Doomforests

Post by: Drazoth on November 14, 2014, 10:34:47 pm

Fixed

Title: Re: The Fate of Doomforests

Post by: Drokles on November 15, 2014, 01:16:45 am

So, the Goblins actually know about Doomforests and expect to wipe it off the map. If they knew the amount of crazy shit that goes here, I suspect they wouldn't bother.

How many goblins where there?

Oh and what's the general status of the fort these days? I had no idea we actually would be up to 110 dwarves by now.

Title: Re: The Fate of Doomforests

Post by: Taupe on November 15, 2014, 02:05:47 am

What you see as an increase in population, the surrounding beasts simply see as a more stable food supply.

Title: Re: The Fate of Doomforests

Post by: **Drazoth** on **November 15, 2014, 08:31:56 pm**

To answer Dorkles, There were 10 gobbos, 2 macegobs, 2 swordsgobs and the rest are marksgobs. Things are going well, food supplies are good, but we only have only one marks dwarf as our army. Tell me, what should I do with the gobbo captive?

Title: Re: The Fate of Doomforests

Post by: mate888 on November 15, 2014, 09:09:26 pm

Quote from: Drazoth on November 15, 2014, 08:31:56 pm

To answer Dorkles, There were 10 gobbos, 2 macegobs, 2 swordsgobs and the rest are marksgobs. Things are going well, food supplies are good, but we only have only one marks dwarf as or army. Tell me, what should I do with the gobbo captive?

Magma, of course.

That, or send the cage to the caves, where he would serve as an alarm to any hellish abomination that comes by.

And yes, a gobiin yellin in norror and pain as a glant scaly ass tears him apart is a good alarm.

Title: Re: The Fate of Doomforests

Post by: Drazoth on November 15, 2014, 10:17:30 pm

Here is Summer

{Again this is the revised version. Old one was rubbish. Deal with it.}

1st Hematite: Miners Strike Hematite, can never have to much, especially with the sorry state of our army i.e. almost non existent. Also, weird coincidence with the date.

4th Hematite: Miners Strike Brimstone and native copper. I know humans think of brimstone as an ill omen, but humans are dumb, they know nothing about rocks. I think I will ignore the copper for now, as iron is more useful. Though in the future I might have some brimstone mined out and have some trade goods made with it, just to see how the humans might react when they are given it.

5th Hematite: A child has gone insane! Well, at least it was no one useful or important. Like say, an adult. Spoiler (click to show/hide)



He just stripped of his clothes and is crawling around, covered in his own blood and tears, babbling nonsense. To bad I can't order them army to just kill him, seeing as we don't have one and even if we did they would make a fuss about it.

Spoiler (click to show/hide)



13th Hematite: Human caravan arrives. Excellent, we can get some food and booze, maybe weapons for the army.

16th Hematite: Humans finally make it to trade depot and begin unloading. What the bloody hells took so long? Were they lost, or are they just stupid like I suspect all humans are?

21st Hematite: Trade some crap lying around to humans for food and booze, not that we needed any. The only useful weapon they had was an iron warhammer. Oh well. At least this will allow us to have the farmers do something else. (Seriously, we could feed the fort for year with what we have)

27th Hematite: I ordered some bed rooms dug for migrants that should be arriving sooner or later. The metalworks have been dug and built a while ago, been making charcoal as real coal has not been found yet. I will have the miner continue looking once these bedrooms are done. The smelters have finally begun making iron. Things are more or less going to plan. Will work on getting the military set up properly.

3rd Malachite: Some migrants have arrived, like I knew they would. The forts population is now 131, with 34 farmers and 17 fishery workers. Well, at least there will be plenty of conscripts for when the time comes.

6th Malachite: Miners have struck gold. We have plenty of it lying around, the miners will continue to mine hematite and look for coal.. 19th Malachite: Risen Rigotasol, a miller, has been taken by a fey mood. Maybe he'll make something useful. Yeah, maybe a golden warhammer something like that. Oh, never mind, he's seized a leather works.

Spoiler (click to show/hide)

23rd Malachite: The crazy kid has died of dehydration. Well, at least he can't annoy anyone anymore.

25th Malachite: Mebzuth Shemsacat, one of our miners, has slipped into depression, is just sitting around in one of the tunnels. I was hoping that the useful members of the fort would be a little more mentally sturdy. I hope she gets well soon.

11th Galena: The miners have found more aluminum. Can't hurt to dig it out.

14th Galena: Why has nobody buried the crazy kid yet? He's just lying there, rotting in the middle of the fort, giving off miasma. Even in death he continues to be a hindrance.

18th Galena: Mebzuth has finally recovered from her depression. Hopefully she can overcome her problems and become a useful member of the fort again. Oh never mind, she just slipped back into depression. Given the nature of this fort, can't say I'm surprised.

25th Galena: A baby appears to be haunting the farms. Apparently, it slipped outside the fort during the siege along with the army got it

self killed by a gobbo. While dieing was probably the most useful thing it could have done at that age, this shall have to be dealt with. Armok I hate kids. Especially ghost kids, because at least living ones can be dropped of a cliff.

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **November 17, 2014, 02:31:26 am**

Nice update, I vote that we keep the goblin outside and then release it when elven traders arrive.

Meanwhile, look what someone drew in the forgotten beast art thread (http://www.bay12forums.com/smf/index.php?

topic=124312.msq5812134#msq5812134):



Do you recognize it Ethan?

Title: Re: The Fate of Doomforests

Post by: Salmeuk on November 17, 2014, 03:38:24 am

Woah, didn't expect to see this fortress still updating. Not that I lack confidence in you guys, just that's the way things seem to go.

It also seems that I permanently crippled our military by, uh, never setting it up properly or giving it enough recruits. So you can thank me for the lack of manpower.

Perhaps one of you could upload to DFMA after your turns? I believe you can even add it to the map series of the one I uploaded already.

Title: Re: The Fate of Doomforests

Post by: **Drazoth** on **November 17, 2014, 03:53:31 pm**

Very nice FB. I have taken your inputs regarding the gobbo, and have decided to ignore them in favour of having the cage moved to the archery range so that it may be executed by target practice. Also, thanks to Salmeuk for confessing his sin of screwing our military. In penance, you shall be conscripted. Expect the fall update to be posted to night.

Title: Re: The Fate of Doomforests

Post by: **Drazoth** on **November 17, 2014, 09:56:29 pm**

The long awaited fall update is upon us!! {Again, this the revised version. Deal with it.}

3rd Limestone: Miners Strike Gold. I have them ignore it for now.

6th Limestone: The mayor mandates animal traps for some weird reason. It's not like we need them.. oh well. At least this gives me and the other metal workers something to do until military production begins.

7th Limestone: A calf has been found dead of starvation. It's a shame really, it's not like I'm even going to order it butchered, seeing as we have more food then we could possibly need. This reminds me, I should make sure any new animals that the migrants have brought are moved up with the rest.

8th Limestone: Another animal has been found starved to death, a horse this time. Apparently I didn't give that pasture order fast enough. Also, that guy with the strange mood went insane. Apparently he wanted stone blocks, despite our stockpile of them. He better not do anything that might hurt a useful member of the fort, or he will be put in a cage and used for bait in a gobbo trap.

13th Limestone: Miners struck Hematite, one of the most valuable ores to us right now, and aluminum, a useless metal, over the last few days. Also, we met the mayor's mandate. Hopefully that will keep him happy for a bit.

19th Limestone: The dwarven caravan arrives!!! I'm eager to hear news from the mountain homes, however, I'm busy getting our metalworking production setup, so I send the mayor to meet with the liason, and have the broker do some trading. The news the liason brought:



What the traders will want when they come next year:

Spoiler (click to show/hide)



Also, apparently or fort is now a barony. Also, I'm now a baron.

This is excellent news. While I wouldn't have thought this place worthy of a barony, it is a great honor to be made a member of the nobility. This has benefited the plan quite nicely. Also, apparently I have a wife. I don't remember getting married. I must have been shit faced when that happened. Or she's lying about being my wife. I guess I'll tolerate her for now, though I will dispose of her if she causes to much trouble.

21st Limestone: My "wife" has been complaining about the "lack of accommodations befitting the nobility". After looking into it, she seems to be right. Given the shit that has been happening over the years, I'm not surprised. Well, things seem to quiet now so I order some space dug out for these new rooms we seem to need. It's just as well anyway, I've been wondering about those rooms my self.

27th Limestone: That annoying ghost baby has finally been put to rest. No more will it stalk our halls, crying out for teats that it can no longer suckle. I have also made sure that any others who have been without proper burial have been memorialized, so as to prevent further hauntings.

28th Limestone: Our broker reports that he has finished trading with the caravan. He got rid of all the useless trade goods lying around in exchange for all of the booze and food they brought, as well as some anvils, some weapons and all the bolts they brought. Using these, I order some losers into our army, as we finally have equipment for them. Hopefully we will be properly prepared for another attack when it arrives.

2nd Sandstone: The dining rooms for our nobles have been carved out, with the walls being smoothed and engraved as I write. This should keep that shrill voiced harpy happy, or at least quiet her down a bit. I must admit, these rooms will quite useful to me, giving me a place to write and plan without any of the common rabble looking in. They must not know the plan.

13th Sandstone: I finally decide to use the power of my station, so that the populace of this fort will recognize me and the power I hold. Since I'm not a complete twat, I order something useful, namely some quivers for our marks dwarves.

23rd Sandstone: Some migrants arrive, bringing our total population up to 143. Also, the bedrooms and offices for the nobles have been carved out, greatly reducing the annoying noises coming out of the bitches mouth, which has done wonders for my migraine. I think I will have her disposed of though. I grow tired of her whining.

28th Sandstone: Risen, that guy who went crazy over the "lack" of stone blocks died to today of dehydration. Now if only my "wife" could follow in his footsteps....

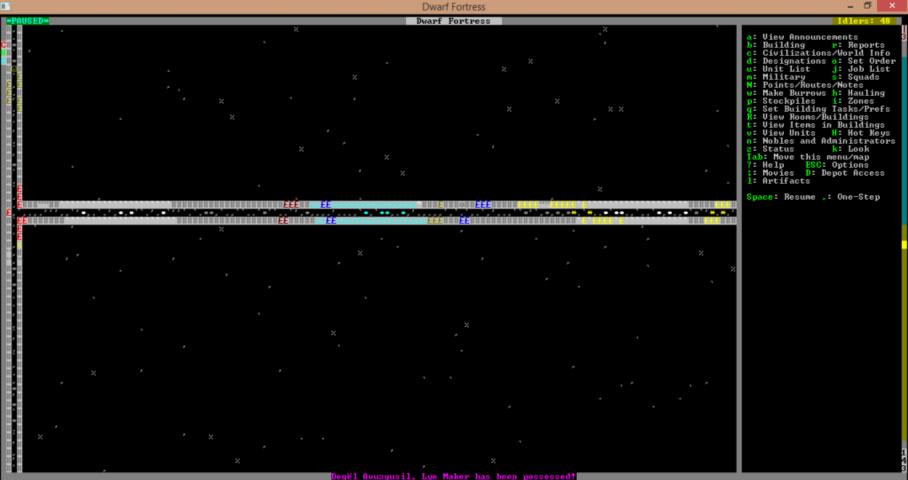
3rd Timber: I have mandated the production of more quivers. This way we can have have a squad of marksdwarves that will actually be able to fight for more than 3 seconds before retreating for more ammo. Also, Mebzuth, the miner with the mood swings, has been stumbling around obliviously. I hope she'll be okay. We don't need her setting a bad example with her behavior.

7th Timber: The 30 bars of iron I ordered smelted have been made. This should be a good start on rebuilding our army.

10th Timber: The mandate for quivers has been met. Also, all the nobles rooms are done, with the exception of my tomb. While I'm at it, I'll make tombs for the past overseers of this place. Well, at least the ones that are still alive. After all, while they may not all be as smart or talented as I, I do owe them for keeping this place alive long enough for me to take over.

23rd Timber: Degel Avuzgusil, a lye maker, has been possessed!!! Odd, I thought I dealt with the all ghosts....

<u>Spoiler</u> (click to show/hide)



25th Timber: Degel has claim a craft dwarfs shop! I wonder if he'll make something useful. Probably not though, given how these tend to go, he'll end up insane or make something completely useless.

And thus ends the fall update. I'll try to have the rest up tomorrow.

Title: Re: The Fate of Doomforests

Post by: Drazoth on November 18, 2014, 09:14:40 pm

Sorry to say, but another siege came, and some how some gobbos and a troll got into the pasture, and from there into the fort. :'(Looks like the fort is screwed. I will try to salvage it, but i doubt there will be success.

Title: Re: The Fate of Doomforests

Post by: **Taupe** on **November 18, 2014, 10:50:26 pm**

Just lock up deeper into the fort, eat and drink moss for a season, and wait. after a week or two something terrible should come around and eat the goblins. If that fail, just... unleash everyone after the monsters. Massive swarms of untrained peasants seem to be how our milicia operates in times of crisis, which is pretty much all the time anyway.

Anyway, what's a tantrum spiral.

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **November 18, 2014, 11:47:12 pm**

I'm with Taupe on this one. Let's throw dwarven death and suffering at the invaders until they go away. Doomforests style. Either way, you will have plenty to write about ;D.

As Salmeuk suggested, could you update the DFMA when you're done?

Title: Re: The Fate of Doomforests

Post by: **Drazoth** on **November 19, 2014, 10:31:17 am**

Status Update: Halfway through winter, still got 85 dwarves left. Sadly, our miners are not among them. On the plus side, only 1 gobbo and 2 trolls are inside the fort, any other infiltrators are dead. Throwing every one without useful professions at the enemy, if they can be killed, the fort is sealed so there should be a way to survive. I'll update the DFMA as soon as learn how.

Title: Re: The Fate of Doomforests

Post by: Ethan741 on November 19, 2014, 06:11:27 pm

Hey guys, what's going on in this-

Quote from: Drokles on November 17, 2014, 02:31:26 am

Nice update, I vote that we keep the goblin outside and then release it when elven traders arrive.

Meanwhile, look what someone drew in the forgotten beast art thread (http://www.bay12forums.com/smf/index.php?topic=124312.msg5812134#msg5812134):



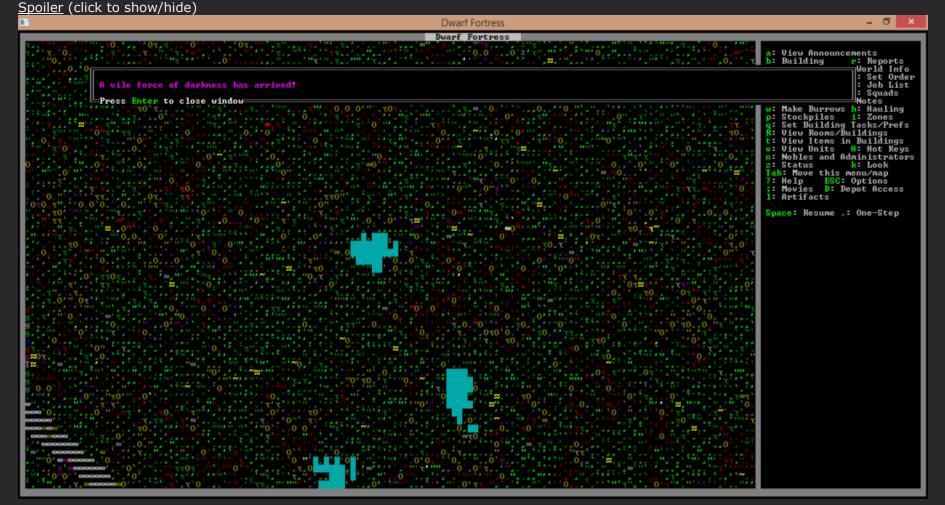
Do you recognize it Ethan?

GOODBYE

Title: Re: The Fate of Doomforests
Post by: Drazoth on November 19, 2014, 07:57:52 pm

Final update for my turn. Sorry this took so long. {Again, this is the revised version. Deal with it.}

3rd Moonstone: Another Goblin Siege has arrived. It seems the last one they sent was merely to test our defenses. This time they sent 25-30 gobbos and 5 trolls. Our army is 7 strong, only if recent conscripts with little to no training can be counted. If not, then we only have one guy. I send the army to attack, and once they're out, I order the levers that seal the fort pulled. I doubt they will accomplish much, but they should buy enough time for any one outside to get in.



14th Moonstone: I am told that our army has been defeated, and that goblins have somehow slipped inside the fort!! They appear to be up in the above ground farm/pasture. I conscript some random losers with useless professions and send them to attack.

Date Unknown: The conscripts have failed, and several dwarves lie dead. On the bright side, there is only one goblin and 2 trolls within the fort. Bad news is that the gobbo seems to be extremely skilled, killing anyone I send against him with being harmed. I shall stop throwing away dwarves trying to fight him. He will be dealt with later. The fight against the trolls is going better. At least they've been injured. Though it seems that they are very tough, as even with serious injuries the one in the south end of the fort is stilling killing dwarves, even though it is in and out of consciousness. The other has sustained only minor injuries, but has killed quite as many people yet. Perhaps if I order my wife to attack, she could be killed. Or she may actually do something useful for once. Either way is fine by me.

Date Unknown: The battle is still going, but I have conscripted every non-essential member of the fort and have ordered them to focus on the weaker troll. After they kill it I'll have them kill the other and then try to kill the gobbo.

24th Opal: The trolls are dead, but the gobbo is still alive. However, it is cornered near the nobles dining area. I order all doors that lead to that area sealed so that we can deal with it later. While I will miss my dining room, at least I can begin working to rebuild the fort.

1st Obsidian: The doors that lead to the gobbo are sealed. I order cage traps built outside the northern ones so we can trap it. Most of the forts people are dead. We only number 49 now. However, the more important members of the fort survived, so we can rebuild. The majority of the goblin forces are still out side, but I think we don't need to worry for now. I order all people who weren't in the army to start with to leave the army and resume civilian duties. Our focus for now needs to be cleaning up the corpses and rebuilding our army. Also my wife is dead, so there's that going for me.

15th Obsidian: We are running out of space in the coffin room, so I order it expanded. The cage traps are built, so I open the doors near them with the hopes that the gobbo will notice and charge out. However, It doesn't seem to notice, even with dwarves entering that hallway and leaving towards the traps it doesn't move.

1st Granite: My year as overseer is up. The gobbo still hasn't moved so my last orders are for our last marks dwarf to go kill him. I doubt that he'll succeed, but I hope this will at least get the gobbo moving towards the traps. Our food and Booze supplies are extremely high for our population, so I think we'll be okay. It's just a matter of dealing with the dead and rebuilding our army. The other gobbos and trolls are still out side though. I will spend my time making weapons for our army. We'll need them. I wish the next Overseer good luck. He'll need it.

Until I can rule again, I will continue to plan. The plan must succeed. The plan will succeed.

Well, that could have gone better. Here are some images with useful info. The text and arrows will tell you all you need to know. Also, I didn't bother to keep up on the animal training so everything has reverted to a wild state. This is because I don't know how to do that stuff, and I had bigger problems at the time.

Image 1: Spoiler (click to show/hide)

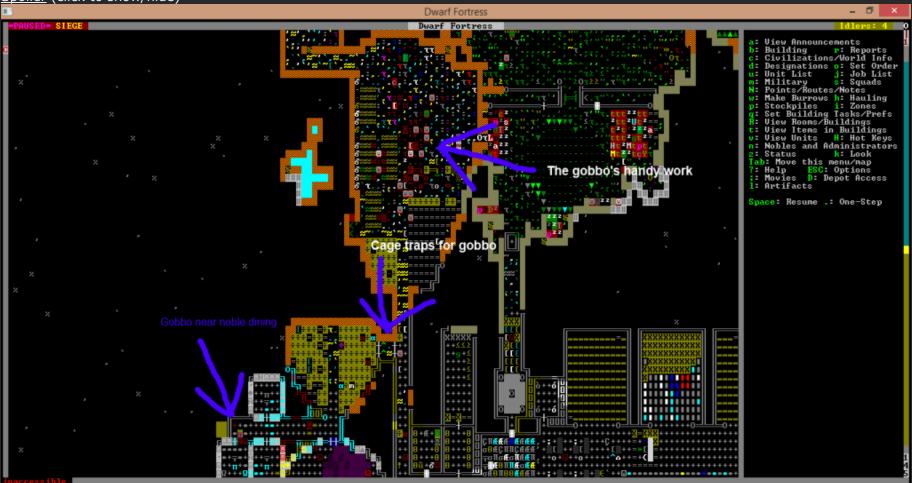


Image 2: Spoiler (click to show/hide)



Image 3: <u>Spoiler</u> (click to show/hide)

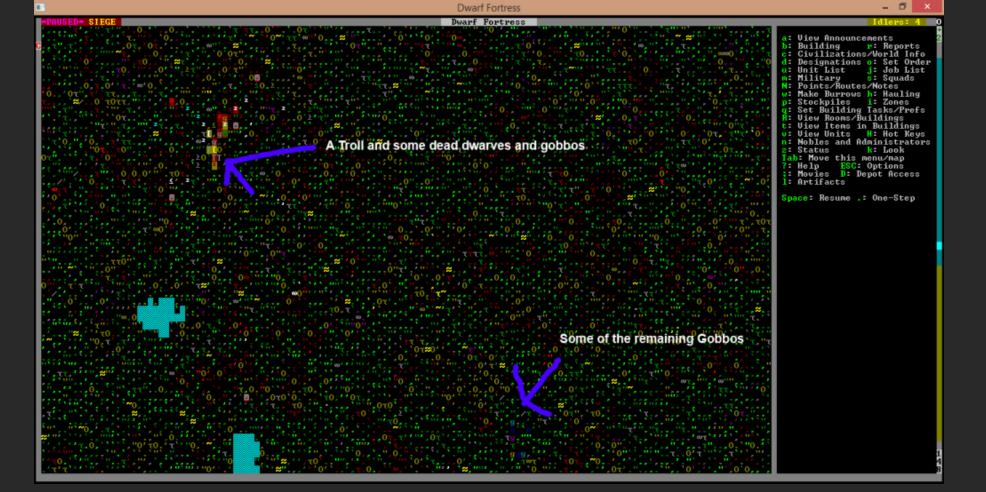


Image 4: Spoiler (click to show/hide)



Image 5: Spoiler (click to show/hide)



Title: Re: The Fate of Doomforests

Post by: Salmeuk on November 19, 2014, 08:48:48 pm

OH MY GOD EVERYONE IS DEAD

... yet it wasn't my fault? HURRAH!

Title: Re: The Fate of Doomforests

Post by: Drokles on November 19, 2014, 09:32:19 pm

I knew something was fishy when the population reached past 110...

Well, we sure as hell fixed *that* quickly!

Now I'm looking forward to PsychoAngels turn. Hope he likes coffins.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on November 19, 2014, 10:27:41 pm

You hope I like coffins? Well, I'll be the first to let you know that I am A COFFIN CONNOISSEUR.

Full seriousness, I've intentionally kept myself out of the loop on the current state of our estate, because I want to be THAT guy this time. FUN shall ensue, my friends.

Title: Re: The Fate of Doomforests

Post by: Taupe on November 20, 2014, 06:29:04 am

Ouote

OH MY GOD EVERYONE IS DEAD

Stop making it sound like it's a special day.

Title: Re: The Fate of Doomforests

Post by: Drazoth on November 20, 2014, 11:56:01 am

Quote from: Salmeuk on November 19, 2014, 08:48:48 pm

OH MY GOD EVERYONE IS DEAD

. . . yet it wasn't my fault? HURRAH!

I'm going to say it WAS your fault for not setting up the army properly. Besides, not every one is dead. I think all the named dwarves that were there at the start of my turn are still alive. No one of import is dead. I think. At least I got my gold Coffin for when I eventually die.

Title: Re: The Fate of Doomforests

Post by: StupidElves on November 20, 2014, 12:22:24 pm

PTW, also. Could I be dorfed? Metalsmith if possible.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on November 20, 2014, 05:23:35 pm

Got the download, now testing with 40.16 because that's what i have.

If all is well, expect a report on the state of the estate.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on November 20, 2014, 06:10:03 pm

Welp, double-post!

So I enter the game and it appears we are under siege. First order of business, though, is to get the people who want to be dorfed dorfed. StupidElves is the fortress armorer.

OVERSEER'S LOG: ENTRY ONE

Well, here I am. Finally in the overseer's chair. Funnily enough, I have no idea what's going on right now, but for some reason, it doesn't bother me. I suppose I COULD be a bit more worried about our current situation, because we ARE in a siege right now. First things first: make sure the entrance is secure. Next: military check. Then: Opponent check. Lastly: Ignore/Battle the siege. Let's do this, I suppose.

Well, it seems like the entrance has already been compromised in the past, but it also seems like the hatch is enclosed by walls. Good. Time to check our current military force. Military? What military?! There's only ONE MARKSDWARF DRAFTED. Troubling, but nothing a little propaganda won't fix. Now all I have to do is check the enemy's position.

Spoiler (click to show/hide)



Oh goodie. They're far to the south of the fort. Looks like step four will be ignore for now. Hopefully it'll stay that way. Time to check on other pressing matters...

Oh. Oops. Looks like there's still a goblin in the for that needs to be dealt with. Suppose I'll send the ONE GUY to go shoot him or something. And he can't even do it. Great.

I guess I'll just check the stockpiles, then.



So this is our stores of bars. Can you tell me what's wrong with this picture? THERE ARE NO BARS OF SOAP. WHERE'S THE SOAP?! DOCTORS CANNOT CLEAN WOUNDS WITHOUT SOAP. I CANNOT MAKE AN AUTOMATED CLEANING MACHINE WITHOUT SOAP. I WILL NOT MAKE AN ASYLUM FOR THE INSANE WITHOUT SOAP. I just don't want to have to clean them myself, okay... DON'T OPPOSE ME. WE NEED SOAP NOW. Luckily for me and my sanity, we have plenty of tallow! Soap, here we come! Also, I ordered that some small animals be tamed at the kennels, hope anyone doesn't mind.

Okay, who's bright idea was it to NOT BUILD A GODDAMN SOAP MAKER'S SHOP!? Jeez, I feel like I have to do everything around here. Guess I'll put 'em next to the kennel. Soap will be on the way.

That's all I have time for for now, guys. Do you like me going in blind or do you think I should do some reading? Also, I usually use Phoebus, but it didn't seem to be working, so I switched to Spacefox. There WILL be soap, there will be FUN.

Title: Re: The Fate of Doomforests
Post by: Drokles on November 20, 2014, 06:31:52 pm

Hehe, just play without any prior knowledge, that should be good. Don't worry, nothing of note happened recently anyway. Don't mind the corpses.

EDIT: I think that a DFMA upload is badly needed. Either that or a screenshot of the whole fortress. Could you do this for us PsychoAngel, or Drazoth?

Title: Re: The Fate of Doomforests
Post by: PsychoAngel on November 23, 2014, 08:27:50 am

Oh, and by the way, this is me:

```
Spoiler (click to show/hide)

He is the sen of Selen Censtructlevers and Kegan Partnersteckade He is a casual wershipper of dur the Beard of Periwinkles a wershipper of Tunur Playgilds and a faithful w
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OVERSEER'S LOG: ENTRY TWO

Drafted some random dudes to MAKE THE FUCKING SOAP. This may take a while, thanks to our little goblin friend. I mean, he's pretty much out of the way, but they might walk in on him anyway. Citizens have no mental properties, I swear. I also ordered more buckets to be made, considering the soap shops are using the last two available. So far, the process has gone on without incident.

I don't see the gobbo anymore. Shit. Oh, someone had the bright idea of leading him into a cage trap. Hooray! Military training targets! Also, it looks like a diplomat has entered the area. Looks like I'll have to find a way to let him in. Oh and by the way, one of our Dralthas forgot their training. Gonna have to do a better job next time.

Oh yeah, the siege isn't a thing anymore. Forgot to mention. Too busy making soap.

So I've made the designation for a new room for myself to be dug out. It's over by the forges in the stockpile hallway. On a side note, our baron wishes for us to make more battle axes. Not without cause, considering we were just under siege. Will do, sir. You watch those stockpiles now

Oh but wait. I don't have any furniture for my new room-to-be.

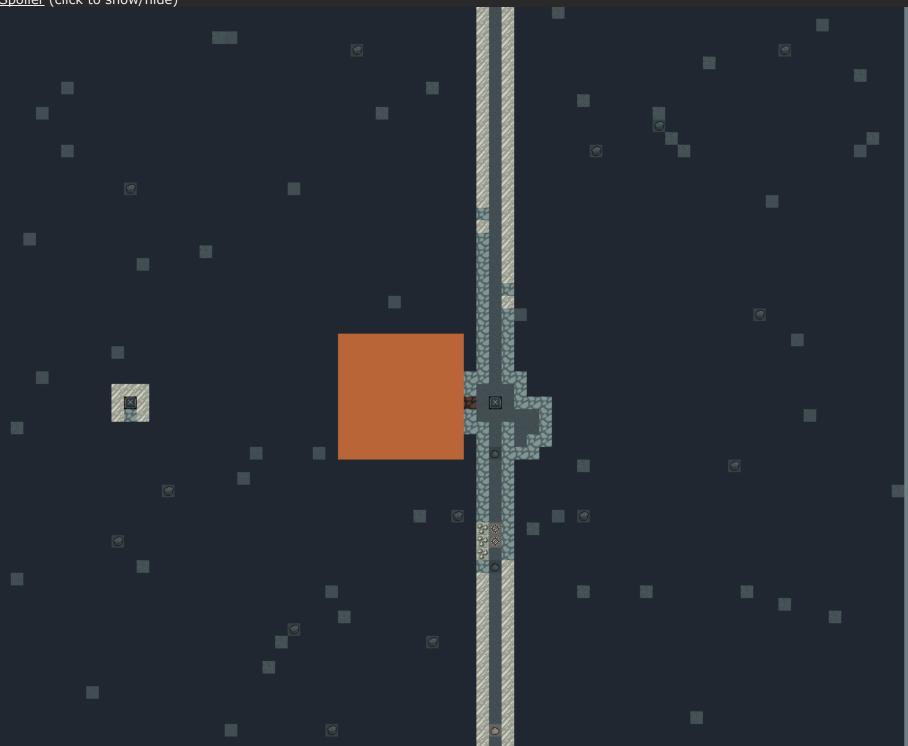
Spoiler (click to show/hide)



Might as well, right? Right.

Maybe I should do the same for our baron, seeing as how he's practically royalty now. That'll be for later, though.

Oh. Ghosts. Okay. Let's just build a few coffins somewhere... Umm... Spoiler (click to show/hide)



That aught to be a good spot for the public tomb. Yeah.

Elves have arrived. Huh. Might as well do some trading if they have anything we may need. Always good to see someone willing to help around here, I suppose.

Our little ghostie friend was put to rest. Good. Now, how are my soap related businesses going? Spoiler (click to show/hide)



Oh, of course. Farmer's workshops are crucial to making soap and other things. And of course no one wants to build them. Why do I have to depend upon you imbeciles?

Welp, that's all the time I have for now. I'll see what I can do later today or tomorrow, though.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on November 25, 2014, 04:34:17 pm

You guys there? I might do another round and hopefully Finnish my turn.

Title: Re: The Fate of Doomforests

Post by: Taupe on November 25, 2014, 05:11:18 pm

Just take your time, I'm on a Super Smash binge, and spending every single moment of my week proving the limitless loving power of the Jigglipuff is my ultimate priority.

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **November 25, 2014, 06:45:17 pm**

I am just waiting patiently for the soap you promised;)

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on November 25, 2014, 09:56:54 pm

As soon as dose dang dorfs decide to get their act together, soap will be plentiful. Unfortunately, however, I've not had the chance to play today. Expect an update tomorrow morning or afternoon. We'll see.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on November 27, 2014, 02:04:19 am

I'll throw up a DFMA upload next time someone uploads a save, unless that person does it.

Sign me up for a second turn, assuming interest persists to that point. I want to revisit these halls . . . personally.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on November 27, 2014, 09:42:30 am

Alrighty, sorry I wasn't able to get a post in yesterday.

OVERSEER'S LOG: ENTRY THREE

Okay, overseeing operations to ensure several things happen.

First is trade with those elves. Next is THE FUCKING SOAP. Then we have my new room.

But what's this? Someone has reported to me that a new birth has taken place! Spoiler (click to show/hide)

Vutok Rodembim Potter has given birth to a body

Glorious day! Within the next few years we'll have another worker yet!

I told our mayor to get his act together. Everyone else is so busy and he's just standing around in the depot. There are no trade goods in there yet, dude. I told him to go haul some himself if it gives him something to do. Armok damn it all. The moment we have goods in the depot, our mayor is fast asleep. We won't be doing business in bed, you know!

On a side note, StupidElves has given birth! More children! More soap required!

Alright, so now that those shenanigans are taken care of, I officially revoke my hauling duties and permit myself to be known as "Le Grand Soaper."

Hopefully it catches on.

Wait a sec...

Disrespect? How many trees are we cutting down? They're HUGE now, why would we need to cut them down by the hundreds? Unless my predecessors REALLY didn't like elves, I see no reason to have done so. We will get this sorted out eventually, I suppose. For better or worse.

I now take it upon myself to construct the asheries that will be crucial in the soap-making process. Let's do this! Our mayor arrived at the depot, and I trade some excess clothing for various fruits. Our booze will be as diverse as the caves below. Now, on to the soaping! They're also almost done excavating my room, so I order the stone smoothed.

Spoiler (click to show/hide)



This will be a glorious chamber indeed.

I order my door be put in place as well. No need to wait for that, am I right?

Spoiler (click to show/hide)

Some migrants have arrived despite the danger

Danger? I know we were "Under Siege" not too long ago, but there's no real danger as far as I'm concerned. Ah well. I can't change the way they think. But hey, more laborers! And maybe someone to HELP ME MAKE THE DAMN SOAP.

Also, I just noticed that some animals are going hungry. They're just standing around INSIDE THE FORT without a pasture. That's gonna have to be fixed. Seriously, there were no other pastures. What were my predecessors thinking? Maybe it was removed due to siege, but whatever. Problem solved.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Thomakut Tarandeduk Dyer is taken by a fey moded!

Oh boy, it's that time again, folks! Glorious craftsdwarfship! Glorious items! Inspired by Armok himself! Can't wait to see what becomes of this fey mood. He claims a craftsdwarf workshop. Awesome. Let's hope it's something absolutely astounding!

I order more smelting done in the process, because we can't have enough metal.

My room is almost finished. In order to get it done quickly, I promote some of our idle friends to the mining profession. Make haste, now!

Our moody one has begun their mysterious construction. Made of...

Spoiler (click to show/hide)

Elk bone 21 4 22 bayberry wood logs basalt

Not the most impressive materials, but it's all in the presentation! We shall see.

I order a temporary wood furnace be built right next to the wood stockpiles. I can't find the other one. So this'll have to suffice. The process for making the soap is unnecessarily long due to the lack of organization, but it will be done. There WILL be soap.

Spoiler (click to show/hide)

```
Thmkut Tarandeduk Dyer has created Zustashur@l Merrangastel a elk b@ne
left gauntlet!
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It's finished! A gauntlet you say? I have no one in mind to wear it yet, however I am curious to see what it looks like. Spoiler (click to show/hide)

<u>spons.</u> (energically made) This is a elk bone left gauntlet. Will craftsdwarfship is of the highest quality. It is decorate with bayberry wood. This object menaces with spikes of elk bone and basalt.

Huh. It's actually pretty tame as far as artifacts go. Still a beauty, though.

Also, apparently we have *magma crabs* in our cages. They're kinda cute.

I order more buckets be made, because lye is on the way. SOAP OPERATIONS ARE GO, LADIES AND GENTLEMEN. Spoiler (click to show/hide)

```
W@@d Furnace

Make Msh

R

Make Lye

Make s@ap fr@m tall@w  

R
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Oh boy, I can't wait for this! No more will injured dwarves be infected due to lack of cleanliness! No more will our dwarves be filthy! No more will we be without a place to put our insane! SOAP HAS ARRIVED!

That's all the time I have for now, folks! What a journey it's been, getting the soap. On a side note, can anyone tell me where the other wood furnace is? Seriously, I can't find it.

Title: Re: The Fate of Doomforests

Post by: Drazoth on November 27, 2014, 01:23:20 pm

It's in the metal working area. Top row of workshops, far left.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on November 27, 2014, 04:33:57 pm

Thanks, will keep that in mind.

Title: Re: The Fate of Doomforests

Post by: Ethan741 on November 27, 2014, 10:53:15 pm

Are all the named dwarves dead?

Title: Re: The Fate of Doomforests

Post by: Drokles on November 28, 2014, 12:44:02 am

Not only do we have soap now, we've also managed to piss of the elves. PsychoAngel's rule might just be the most productive time yet seen in Doomforests! I can't help but shed a tear.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on November 28, 2014, 09:00:34 am

No one has died yet, guys. Not only most productive, but also least deadly! WE ARE GOING TO BE CLEAN AND YOU ARE GOING TO LIKE IT.

Title: Re: The Fate of Doomforests

Post by: **Taupe** on **November 28, 2014, 09:09:10 am**

Hopefully, the reason we get so many ferocious beasts is because the average citizen of Doomforests used to stink bad...

Title: Re: The Fate of Doomforests

Post by: Drokles on December 01, 2014, 07:35:04 am

Can we have an update soon?;)

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on December 02, 2014, 08:24:32 pm

Sorry about that, I've been busy with homework/a project for English that's worth the majority of my grade this semester. I might be able to get my next update underway tomorrow, but I might not depending on how long it takes me to get some of the stuff done. We'll see, I suppose, and I'll tell you guys if I can't do it.

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **December 02, 2014, 08:36:29 pm**

Okay, well I think it's only natural to have some delays while all of you students are having tests.

Don't worry about it, if you have to give up your turn, just post the save here as is. If the next player is able to do a long turn, they can finish it for you, or I will simply do that.

Anyway, good luck with your English test;) (reminds me I have to do the TOEFL test on Saturday).

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on December 02, 2014, 09:51:12 pm

Not a test, even. Not yet at least. I'm working on making a mask. I also have to do some literary work also relating to my topic of art & culture of Ancient Rome. It's been pretty fun so far, however it's quite time consuming. I'll reserve some time for Doomforests before I resume work on the mask, though, so you don't have to worry about my turn being unfinished.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on December 03, 2014, 04:01:13 pm

Oh my, another double-post.

Hopefully this won't become a running thing in my escapades...

Anyway. I'm all set to go for the next update, expect it soon.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on December 03, 2014, 04:39:20 pm

OVERSEER'S LOG, ENTRY FOUR

Back in the seat, I immediately order the buckets to be produced repeatedly, as with the lye and the soap. Next, i will furnish and smooth my new home. Excitement wells up from within, and I almost exclaim my utter ecstasy at finally having the much coveted soap in my fingertips. Yes, we will finally be clean. No more injured dwarves will be put to death by a petty infection. We will have more soap than the mountainhome could hope to produce. It all starts with one bucket, one pile of ash, and one soaper's workshop.

Now, in order to keep relations with the elves at a comfortable level, which, mind you, isn't particularly high, but not low enough to start a war, I will want us to make a small offering to their leader the next time they come by. One thing that I can do now to improve relations as well as keep the stockpiles high, is delve deep into the caves below and harvest the fungal wood which grows there.

While making designations for the new public cemetery, I learn that we have a massive stockpile of coffins just laying around, so I put them to what will hopefully be well worthwhile and decorative use.

Spoiler (click to show/hide)



Now, time to delve deeper than ever before. I notice a one tile wide staircase leading straight down, and in no time, notice a cavern at the bottom of it's reaches.

Time to harvest, everyone. I designate several of the fungal trees to be removed, and this will hopefully be enough to fuel our soap production for a while.

Now, I tell the masons to stop making coffins. Enough is enough, guys. Instead you will be making statues. We will not be without aesthetics, now.

I designate the statuary, and notice that the coffins were hauled down here with incredible speed. Spoiler (click to show/hide)



Excavating the statuary also supplies us with more aluminum, which will allow us to lavish our dwarves with shiny furniture and grand statues. It will also make for good crafting material. I make jobs at the smelters to make gold, iron, and aluminum. Hopefully the production of that will be as quick as the coffin hauling.

Next, I order several animals to be slaughtered. We will have no complaints of "Same old food," if there ever were any, anymore. Spoiler (click to show/hide)

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Statue Domesticated

Creature

Creat
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Next, I mandate that four farmer's workshops be built near the farms for obvious reasons. Here we will extract oils to make MORE SOAP, milk animals, and make cheese.

Also, we will be producing thread here, so I suppose a textile industry will be underway as well. Spoiler (click to show/hide)



This will hopefully be the budding of a new life for us here in Doomforests. I assure you that our fortress will not be living up to its name during MY reign.

...And that's all the time I have for now, quys! The soap is so real right now.

Title: Re: The Fate of Doomforests

Post by: Taupe on December 03, 2014, 08:58:12 pm

Aaaargh! The door to the new crypt is asymetrical!

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on December 03, 2014, 11:23:58 pm

Shit, I usually notice these things. I'll fix it when I next resume gameplay.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on December 04, 2014, 06:51:58 am

Not to be an annoying bastard, but it's almost been two weeks that you've had that there save.

Though the soap might be worth the wait.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on December 04, 2014, 07:11:20 am

I apologize (I think again, maybe) for the wait. I've been busy with school stuff. But as it dulls down a little I'm getting more and more time to get my turn done.

Title: Re: The Fate of Doomforests

Post by: Salmeuk on December 04, 2014, 08:32:52 am

FASTER, MINION! THE TIME IS UPON US! THE SOAP MUST BE SHARED OR NAUGHT BUT DEATH AND DESTRUCTION WILL VISIT THESE HALLS!

I understand completely:P

Title: Re: The Fate of Doomforests

Post by: Taupe on December 04, 2014, 11:24:15 am

Once the soap is complete, expect a full turn of disorganised decisions and OCD-induced hall beautification.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on December 04, 2014, 07:28:43 pm

Alright, guys. I'm working on the next update right now.

Title: Re: The Fate of Doomforests

Post by: PsychoAngel on December 04, 2014, 08:14:15 pm

OVERSEER'S LOG, ENTRY FIVE

A citizen has informed me of a lack of symmetry in the new graveyard. Well, shit. Guess I'll just go and fix that. I'll also be constructing a new hospital in front of it, so that'll be nice. It'll also put our soap to good use.

This is bad. There's only one idler in the fort, and with so much to be done, my plans may not be accomplished in a real timely manner.

Ah, oh well. The year's not close to a close. So instead of worrying about jobs, I instead worry about our gold supply. How are we supposed to have happy, lavish nobles (And myself) if we don't have enough gold to make the furniture? I quickly designate the whole area around a sighting of native gold to be mined.



Well, that's that. We'll see how much we get. After that, I set all of the farmer's workshops to process plants. We will have many different soaps. By this time our stock of soap has gone up to around ten. Summer has arrived as well. Hopefully this won't affect our productivity in any negative way.

(OOC: At this point spacefox's weird font stuff was annoying me, so I decided to switch back to ASCII)

So you know that cemetery I built? Yeah, It's entirely full now. HOW LONG HAVE YOU GUYS NEGLECTED TO BURY OUR BRETHREN!? WHY WOULD YOU DO SUCH A THING!?

In other news, mining of the gold is going well. This ought to refill our stock a bit. Our mayor is beginning to annoy me a bit. Why would you stand around doing nothing when you can be one of the most helpful dwarves in all of Doomforests? I enable several labors to be carried out, and set him free. There are now NO IDLERS IN THE FORT! Praise overwhelming workloads! No more idle hands wasted! Today is a good day!

I erect gold and microline statues in what will be the baroness/overseer's new room. Hope they enjoy them. I enable a few jobs on a few people to ensure that their hands are never idle and that they never get bored. There is much work to be done.

Ah, and who else but Darzoth himself who would be smelting our gold and aluminum? Good work, sir. Keep it up. Spoiler (click to show/hide)

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Darzoth' Imsalducim, Overse "Darzoth' Racedwork"
Baron of Doomforests, &
Smelt native aluminum Ore
Novice Discipline
Novice Butcher (Rusty)
Dabbling Grower
Novice Herbalist (Rusty)
Dabbling Furnace Operator
Skilled Weaponsmith
Novice Beekeeper (Rusty)
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent

c: Combat b: Labor m: Misc
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Let's hope that our efforts will come to great fruition this year.

Psycho out for now.

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Title: Re: The Fate of Doomforests
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Post by: **Drokles** on **December 05, 2014, 12:34:54 am**

Is there any way to make soap coffins?

Title: Re: The Fate of Doomforests

Post by: Salmeuk on December 05, 2014, 11:31:36 am

Quote from: Drokles on December 05, 2014, 12:34:54 am

Is there any way to make soap coffins?

I imagine psychoangel huddled in a corner, muttering to himself, "soap and coffins, soap and coffins. . . "

Title: Re: The Fate of Doomforests

Post by: **Drokles** on **December 06, 2014, 03:39:14 am**

Quote from: Salmeuk on December 05, 2014, 11:31:36 am

Quote from: Drokles on December 05, 2014, 12:34:54 am

Is there any way to make soap coffins?

I imagine psychoangel huddled in a corner, muttering to himself, "soap and coffins, soap and coffins. . . "

I think that's how his turn started in general.

Psychoangel has begun work on a mysterious construction.

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 06, 2014, 09:35:34 am

Coffins... Soap... Nah. It'll never work... Will it?

Anyway, love what you did to the title of the thread, man. Pretty much sums up what I'm doing in my turn. I'd like to think of it not as an utter obsession, but as a self-important rant kind of thing. In character, I'm basically ranting to myself about the incompetence of "NOT HAVING ANY SOAP". Although I might make a few changes here and there, so you'll have to stay tuned for that. I'm beginning work on the next update now as well.

Title: Re: The Cleansing of Doomforests

Post by: Salmeuk on December 06, 2014, 09:40:26 am

Quote from: PsychoAngel on December 06, 2014, 09:35:34 am

Coffins... Soap... Nah. It'll never work... Will it?

Anyway, love what you did to the title of the thread, man. Pretty much sums up what I'm doing in my turn. I'd like to think of it not as an utter obsession, but as a self-important rant kind of thing. In character, I'm basically ranting to myself about the incompetence of "NOT HAVING ANY SOAP". Although I might make a few changes here and there, so you'll have to stay tuned for that. I'm beginning work on the next update now as well.

Oh my, I only noticed the title change once you mentioned it. Brilliant!

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 06, 2014, 10:50:03 am

OVERSEER'S LOG, ENTRY SIX

Summer is still budding and our accomplishments are:

- 1. Started work on a statue garden/meeting room and hospital
- 2. Built a cemetery
- 3. Most importantly, A FUCKING SOAP INDUSTRY

We will be clean, we will be healthy, and we will THROW PARTIES WHEN THE OVERSEER NEEDS WORK DONE. Bah, I hate people sometimes. at least they're not doing it to me, yet.

Also, Humans! They love dwarven craftsmanship, and will pay nicely for our goods! If there's any one reason to like humans, it's this. Well, I guess I also like them because they're not tree-hugging hippies that try to force their ideals upon you. Jeez, man.

Anyways, the meeting has begun with the humans complimenting our domain. How nice of them, considering WE JUST GOT SOAP. They also bring news, and a lot of it.

<u>Spoiler</u> (click to show/hide)

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(OOC: Could someone make a list of these names? They're pretty great.)

Looks like we'll have to be on the look out for the Lions of Leading. They don't seem to be the negotiating type.

With that, the diplomat bids us farewell. Time to load goods into the depot, let's see what they got.

With some of our items, I am able to purchase several kinds of plants and foreign boozes. Can't wait to try them. I also import different kinds of cloth, leather, and cheese.

...What's that? A visitor? Who is it? Spoiler (click to show/hide)

Oh, well, shit. The beast's full name is Zuspo Cavesprayed the Deep Plagues of Lust. Suppose that's why there are cages lining the caverns right? Might need a few more. Anyway, let's make sure we don't have anyone down there and hope we can capture this thing. I won't be taking any chances.

The forgotten beast intercepts a civilian whilst they were attempting to bring something in from the caves... <u>Spoiler</u> (click to show/hide)

```
<mark>Zûspo Omotostra Sodorsnodub</mark>
"Zûspo Cavesprayed the Deep
lower body
head
left front leg
right front foot
right rear leg
left rear leg
right rear foot
left rear foot shell
```

It is injured, but Kulet, the planter, Mosus, the hunter, and one of our children, Feb, are dead. I have ordered OUR ONLY MARKSDWARF to deal with this beast. It's made of amber, so it shouldn't be too much of a problem. I have my doubts, though.

Ilral is now confirmed dead as well. We must stop this menace. It is now in the fortress proper, and jumped over one of our cage traps. Shit. I'll have to draft an auxiliary squad of citizens to deal with this. The casualties end here. I draft six people to do the job. This, hopefully, is enough. Sure enough, it was. The six of them instantly converged on the beast and pummeled it to dust, with only one casualty, one of our butchers. Let's butcher the beast, in honor of our fallen. I didn't even realize this, but apparently the mayor was a part of the fight. Now THAT'S a sense of justice if I've ever seen one.

OOC: Combat log:

Spoiler: Large image warning (click to show/hide)

front foot, bruising to he muscle through the (volverine leather clost) The Butches head, fracturing it! The Porgotten Beast lock The Butcher's left ankle with The Porgotten Beast's right year lock extract strikes The Butcher in the lower hady! The Forgatten Beart releases the grip of The Forgatten Beart's right re leg on The Butcher's fourth toe, left foot. The Forgatten Beart grabs The Butcher by the first finger, right band with its right rear log! In Butcher by the Cabeep wool ry The Forgotten Beast releases the grip of The Forgotten Beas leg on The Butcher's Cabeep wool right glove). in orders has been opened explosing into morel
The Butcher is propulled away by the force of the blow!
The Populled Beat Describes a glob of 720 ms. Companying the propulled away by the force of the blow! The Porgetten Beast misses The Animal Trainer!
The Animal Trainer scratches The Forgotten Beast in the left front foot, fracturing it! its left front fout, bruising the muscle through the Charp word clouds Jean Nethonia, Butcher has been found does not be right front leg with her right hand, Fracturing it! The inimal Irainer punches The Porgotten Beast in the right front foot with his right hand, chipping it! the Forgation Beart states the fininal Trainer but He jumps away! The Animal Trainer punches The Forgatten Beast in the lower body with his sight hand, chipping its et attacks The Ranger but She jumps away! - scratches The Forgotten Beast in the upper body,

The former power is recovered by the former power in the required power in the best of the regular band. The required power is the best of the regular band, and the regular ban The Manger punches The Forgotten Beast in the right front leg with her right hand, fracturing it? The Grenorer attacks The Forgotten Beast but It rolls away? The Grenorenith kicks The Forgotten Beast in the lower body with his left

The Bone Caver punches the Porporten Beat in the left front leg with his right hand, Fracturing it! The saper punches: The Forporten Beat in the right rear leg with her The director punches; the Forporten Beat in the right rear leg with her left hand, Fracturing it! The Respitten Heart attacks The Hanger bit She jumps every!
The Renger punches The Engatten Beart in the left rear leg with her
right hand, fracturing it?
The Bone Carver sizes The Engatten Beart! Fight band, fracturing the theorem of the control o

The Register Beast states the Uncome Beast but It rolls the Uncome but Me. The Armorer Dear Market The Uncome Dear Market Beast States and the injured part collapsed. The Ranger punches The Forgotten Beast in the 1eft right hand, Fracturing its Proportion Beast in the 1eft right hand, Fracturing to Proportion Beast in the up right hand, fracturing its Proportion Beast in the up to the Beast States and the University of the Beast States and the University of the Beast States and the The Bone Course scatches the Boustern Beast in the head, Fracturing stition for the state of the Bragatten Beast in the spire heady with his
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like the state of the Bragatten Beast in the spire tract for the
first beast in the spire of the Bragatten Beast in the spire heady with the
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for the spire beast in the bead with his right
due, chippen in purches the Frequence Beast in the bead with his right
due, chippen in the spire beast in the bead with his right
due, chippen in the spire beast in the bead with his right
due, chippen in the spire beat not not because the appropriate Beautin the neck with her right has the Genome pumping. The Population Beautin the neck with her right has chipping it!

The Population Beautin upper body.

The Bonger punches The Population Beautin the Lower body with her right hand and the injured part collapsed!

Title: Re: The Cleansing of Doomforests
Post by: PsychoAngel on December 07, 2014, 09:13:32 am

Okay, so one thing I have noticed about our militia is that the squad names DO NOT match with what weapon they are actually wielding. It really annoys me, but I have higher priorities. Anyway, I'll be working on the net update.

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 07, 2014, 10:24:59 am

(Side Note: I got my Phoebus to work. Yay!)

OVERSEER'S LOG: ENTRY SEVEN

The beast is dead! We feast tonight! ...What? Made of amber? I'm sure the cooks can find something tasty in that. What do you mean we can't eat it? What a waste. Wait, what? More death reports? What killed them? The dead are: Deler, the Mason; Cerol, a child; Ustuth, a surgeon; Sarvesh, the marksdwarf; Dishmab, the fortress badass; and Ozum, the butcher. This is saddening and mysterious. Perhaps a syndrome has occurred due to the beast's spittle. This is not good at all. At least we have soap now. I have found out that somehow the beast intercepted many dwarves near the stills before meeting its end in the furniture stockpile. This is weird, I thought it went straight down there. At least we know how they all died, and that there is no syndrome. Time passes without incident.

Hey, look! Migrants! More workers are always nice. To ensure nothing will go to waste, I order two more butcher's shops and one more still built.

The resident metalcrafter begins acting strangely...

Spoiler (click to show/hide)

At≋r Bomrekgim Metalcrafter withdraws from society

This ought to produce some interesting results. They claim a forge and grab some gold. At the same time, the merchants disembark and return home. Good luck out there, humans. Atir also grabs gems among other things.

...Oh! Another visitor! ...Bad news again? WHAT!? WEREANTELOPE?!

Spoiler (click to show/hide)

The Wereantelope Galel Lonag has come! A large antelope twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow blue Its black hair is long and straight. Now you will know why you fear the night.

We need to get everyone inside, quick! Two very heroic dwarves distract the beast while the others escape. They are Sazir Graspingbell and Ral Dentedcrystal. Glory to their names. They fall unconscious during their battle, and may soon be dead. If they are not, they will bring wereantelopism to the fortress, and we don't want that.

...No! another fisherdwarf AND the mayor are running towards the river! Fools! Spoiler (click to show/hide)

What are you thinking?! Fishing labor!? Ignore it! Get away from here!

Our two heroes are cutting and bruising the beast pretty well, however the cuts and bruises are in no position to kill the beast. Spoiler (click to show/hide)

```
Galel Lonag Wereantelope

*Galel Datereign*

upper body
lower body
neck
head
right upper arm
left upper arm
right lower arm
left lower arm
left hand
right hand
left hand
right upper leg
left upper leg
right lower leg
right hoof
```

Thankfully their efforts are not in vain, the others turned tail and ran.

A miner has now begun to stumble about, oblivious to all around her.

Spoiler (click to show/hide)

Mebżuth Shemsacat Miner is stumbling around obliviously!
Snap out of it! We need you!

The wereantelope transforms back and tries to make its escape. Our fisherman just won't let that happen. Many injuries are inflicted upon the human.

At the same time, the metalcrafter begins their construction!

Spoiler (click to show/hide)

gold bars TSK

rough smoky quartzes TSK

rough smoky quartzes TSK

naple logs TSK

naple logs TSK

basalt blocks

emerald cut black zircon TSK

(common skate leather) TSK

I am excited for this. Many fine things could come of these materials.

Praise be! Atir has finished her creation! What is it?

Spoiler (click to show/hide)

This is a gold scepter All craftsdwarfship is of the highest quality. It is encircled with bands of gold maple and common skate leather. This object menaces with spikes of black zircon. On the item is an image of Udib Chaineddike the dwarf and dwarves in smoky quartz. Udib Chaineddike is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Udib Chaineddike to the position of queen of The Town of Stroking in 565. On the item is an image of Cometfold the Mournful Sweetness the basalt figurine of Kulur Shadowdies the Sable Dead in smoky quartz. On the item is an image of Libash Bladeoiled the dwarf and dwarves in maple Libash Bladeoiled is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Libash Bladeoiled to the position of baron of The Town of Stroking in 1020. On the item is an image of two giant flying squirrels in basalt.

That's certainly something. Should bring morale up a bit as well.

...Aaaaand that's all I've got for now! Just so you know, soap productions are going pretty steady.

Title: Re: The Cleansing of Doomforests

Post by: **Salmeuk** on **December 07, 2014, 12:48:56 pm**

Could you ride a giant flying squirrel? I would certainly like to try. Just hitch on a saddle and find a cliff. . .

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 07, 2014, 02:54:44 pm

Considering the artifact's name is "The Permanant Call," I'd say that that's what SHE wants to do as well.

Title: Re: The Cleansing of Doomforests

Post by: **Drokles** on **December 07, 2014, 10:44:27 pm**

Oh, did we forget to mention the wereantelopes?

Title: Re: The Cleansing of Doomforests

Post by: Senshuken on December 08, 2014, 09:08:44 am

I would love to be dwarfed if you don't mind.

I'm willing for them to be trained as some kind of melee solder on the condition (And this is important) you *give him equipment* and *train him to use it.* It seems to be something that past Overseers have a hard time wrapping their heads around.

That and their habit of needlessly sending their current armed force outside to their deaths at the first sign of a siege.

Title: Re: The Cleansing of Doomforests

Post by: **Salmeuk** on **December 08, 2014, 09:43:38 am**

Quote from: Senshuken on December 08, 2014, 09:08:44 am

I would love to be dwarfed if you don't mind.

I'm willing for them to be trained as some kind of melee solder on the condition (And this is important) you give him equipment and train him to use it. It seems to be something that past Overseers have a hard time wrapping their heads around.

That and their habit of needlessly sending their current armed force outside to their deaths at the first sign of a siege.

HEY! I didn't mean to set up an immutable precedent of mismanagement. I'm thoroughly offended at any suggestion of the sort! You'll be

hearing from my liaison. . .

Title: Re: The Cleansing of Doomforests

Post by: Senshuken on December 08, 2014, 09:59:53 am

A secondary condition is that if Salmeuk's dwarf is still alive (Considering this is Doomforests there is a slim chance of that being the case) that he also be drafted into the military. In fact, draft all the overseers who's mismanagement has left us in such a horrible position military wise into the same squad. Arming and training them is optional, depending on if whoever's currently in charge wants them to be productive or if they believe their comedic deaths will raise moral.

Title: Re: The Cleansing of Doomforests

Post by: Salmeuk on December 08, 2014, 12:00:52 pm

Quote from: Senshuken on December 08, 2014, 09:59:53 am

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I think I died somewhere on page 4. . .

Ah, here we go:

Quote

Almost as if it was like water, flowing down a stone, Sut, Guardian of the Pit slithered up the stone staircase with the speed of a flying bolt. Immediately, she seized a nearby woodcutter, Salmeuk, and leaps upon him, wrestling him to the ground. He thrashed and fought, but with vicious efficiency, she began breaking his limbs one by one with her thin wings. His screams echoed through the halls, but she showed no mercy. The one final strike that tore off his head was not a graceful one.

Was that gruesome enough? Can my dwarf rest in peace?

Title: Re: The Cleansing of Doomforests

Post by: mate888 on December 08, 2014, 09:57:27 pm

I feel like I should read this for when my turn comes but... Meh, there's never enough chaos.

Title: Re: The Cleansing of Doomforests

Title: Re: The Cleansing of Doomforests

Post by: Taupe on December 08, 2014, 11:15:30 pm

You come after me. There won't be anything left to play.

Post by: Senshuken on December 09, 2014, 04:10:09 am

Quote from: Salmeuk on December 08, 2014, 12:00:52 pm

Quote from: Senshuken on December 08, 2014, 09:59:53 am

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I think I died somewhere on page 4. . .

Ah, here we go:

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Was that gruesome enough? Can my dwarf rest in peace?

That depends... Can dwarfs use necromancy?

Edit: Not so much to make your dwarf suffer more, but simply because having the ability to raise the dead would be a major asset in Doomforests.

On a related note, we might wish to set up the doors of the various tombs to lock from the outside in case a hostile necromancer shows up. If Doomforest's dead started to raise against us on mass...

Title: Re: The Cleansing of Doomforests

Post by: **Drokles** on **December 09, 2014, 08:02:17 am**

Quote from: Salmeuk on December 08, 2014, 12:00:52 pm

A secondary condition is that if Salmeuk's dwarf is still alive (Considering this is Doomforests there is a slim chance of that being the case) that he also be drafted into the military. In fact, draft all the overseers who's mismanagement has left us in such a horrible position military wise into the same squad. Arming and training them is optional, depending on if whoever's currently in charge wants them to be productive or if they believe their comedic deaths will raise moral.

I think I died somewhere on page 4. . .

Ah, here we go:

Ouote

Almost as if it was like water, flowing down a stone, Sut, Guardian of the Pit slithered up the stone staircase with the speed of a flying bolt. Immediately, she seized a nearby woodcutter, Salmeuk, and leaps upon him, wrestling him to the ground. He thrashed and fought, but with vicious efficiency, she began breaking his limbs one by one with her thin wings. His screams echoed through the halls, but she showed no mercy. The one final strike that tore off his head was not a graceful one.

Was that gruesome enough? Can my dwarf rest in peace?

Salmeuk and I, so much work we put into the founding of a great dwarf stronghold and we don't even have a tomb to show for it... I am thoroughly disappointed in you guys ::).

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 09, 2014, 09:24:39 am

Sorry, but you guys left WAYYYYY too many bodies lying around for me to just GIVE you a tomb. Seriously, how did my graveyard get filled all the way up so quickly? Why wasn't a tomb built for everyone already? Too many questions about your priorities...

I might have time to do an update today, by the way.

Title: Re: The Cleansing of Doomforests

Post by: mate888 on December 09, 2014, 02:06:49 pm

Quote from: Taupe on December 08, 2014, 11:15:30 pm

You come after me. There won't be anything left to play.

Then I'll have to read.

And if the fort survives after you, don't worry, no fort can resist my noobness for too long.

If it does then the werelemurs finish it off.

Every FUCKING time...

Title: Re: The Cleansing of Doomforests

Post by: Senshuken on December 09, 2014, 09:29:37 pm

Considering the new name of the thread, I was honestly expecting something along the lines of the current player flooding the whole fortress with lava/magma in order to cleanse it of life, death and the awful messes that fortresses tend to become.

Title: Re: The Cleansing of Doomforests

Post by: mate888 on December 10, 2014, 09:40:13 pm

Quote from: Senshuken on December 09, 2014, 09:29:37 pm

Considering the new name of the thread, I was honestly expecting something along the lines of the current player flooding the whole fortress with lava/magma in order to cleanse it of life, death and the awful messes that fortresses tend to become.

Please, don't do that. I want my turn.

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 11, 2014, 10:29:31 am

Quote from: Senshuken on December 09, 2014, 09:29:37 pm

Considering the new name of the thread, I was honestly expecting something along the lines of the current player flooding the whole fortress with lava/magma in order to cleanse it of life, death and the awful messes that fortresses tend to become.

Screw that, you're getting soap and you're going to like it!

Title: Re: The Cleansing of Doomforests

Post by: Senshuken on December 11, 2014, 11:10:40 am

Quote from: PsychoAngel on December 11, 2014, 10:29:31 am

Considering the new name of the thread, I was honestly expecting something along the lines of the current player flooding the whole fortress with lava/magma in order to cleanse it of life, death and the awful messes that fortresses tend to become.

Screw that, you're getting soap and you're going to like it!

But can you make lava soap? Cleans and burns away the nasty infections.

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 11, 2014, 01:47:22 pm

Quote from: Senshuken on December 11, 2014, 11:10:40 am

Quote from: PsychoAngel on December 11, 2014, 10:29:31 am

Quote from: Senshuken on December 09, 2014, 09:29:37 pm

Considering the new name of the thread, I was honestly expecting something along the lines of the current player flooding the whole fortress with lava/magma in order to cleanse it of life, death and the awful messes that fortresses tend to become.

Screw that, you're getting soap and you're going to like it!

But can you make lava soap? Cleans and burns away the nasty infections.

I NEVER thought of that! :o Sounds amazing!

Don't think it'll work though...:'(

Title: Re: The Cleansing of Doomforests

Post by: Salmeuk on December 12, 2014, 01:49:47 am

Quote

Complete your turn within one week

It's almost been a month. . .

for the sake of our waning interest, slap it out tonight?

Title: Re: The Cleansing of Doomforests

Post by: Drokles on December 12, 2014, 02:31:21 am

Yea, honestly, this is taking too long, there are lots of other players who have been waiting for their turn for a long time now. This is why I offered to complete your turn for you. So, please, finish soon or just pass along the save.

I wish you could just finish it though, because I actually like the way your turn is going.

Title: Re: The Cleansing of Doomforests

Post by: mate888 on December 12, 2014, 10:22:37 am

Spoiler (click to show/hide)

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 12, 2014, 04:37:40 pm

I know I've been taking really long here, guys. I've been overall very busy and I've been putting a whole lot of my play time writing the reports. Like holy cow, the writing takes up somewhere around 40-50% of the time I spend on Doomforests. I'ts been a slightly uneventful year, but with all of the stuff I find good to write down, it takes time, and as I've said I've been busy with other stuff. On top of that, I've been sick this week. I might pump out one more report today or tomorrow, and depending on how far I get into the year, I'd say that would be what determines weather or not I'll hand it off to the next person a little early.

Again, my apologies for all of this. Hope this clarifies it.

Title: Re: The Cleansing of Doomforests

Post by: maxcat61 on December 12, 2014, 06:51:36 pm

Hello. Can I take a turn in the future (turn 11)? I am a firm believer in "Magma solves all problems", and have been looking for a !!fun!! game to join.

Title: Re: The Cleansing of Doomforests

Post by: Salmeuk on December 13, 2014, 01:41:08 pm

Quote from: PsychoAngel on December 12, 2014, 04:37:40 pm

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Again, my apologies for all of this. Hope this clarifies it.

I understand, but consider (in the future) taking into account your own personal schedule before agreeing to a community fortress. As you have said, writing out detailed posts is quite time consuming, but you were well aware of the 'one week' limit and could have summarized appropriately. At this point, I would write up one last post before handing off the save - you have to consider the poor sods who have been waiting patiently all this time!

No harm, no foul - just understand the patience of forum-goers wears thin rather easily, and that the best part of community fortresses (well, IMO) is actually playing the fortress yourself.

Title: Re: The Cleansing of Doomforests

Post by: **Drokles** on **December 13, 2014, 10:09:59 pm**

Quote from: maxcat61 on December 12, 2014, 06:51:36 pm

Hello. Can I take a turn in the future (turn 11)? I am a firm believer in "Magma solves all problems", and have been looking for a !!fun!! game to join.

Sure, welcome to Doomforests!

Quote from: PsychoAngel on December 12, 2014, 04:37:40 pm

I know I've been taking really long here, guys. I've been overall very busy and I've been putting a whole lot of my play time writing the reports. Like holy cow, the writing takes up somewhere around 40-50% of the time I spend on Doomforests. I'ts been a slightly uneventful year, but with all of the stuff I find good to write down, it takes time, and as I've said I've been busy with other stuff. On top of that, I've been sick this week. I might pump out one more report today or tomorrow, and depending on how far I get into the year, I'd say that would be what determines weather or not I'll hand it off to the next person a little early.

Again, my apologies for all of this. Hope this clarifies it.

I think that nobody questions your intent, so no need to apologize. These things happen to everyone. It's also quite apparent, I think, to everyone that you put a lot of effort into your writing.

However, what I think you have to think about is whether keeping the save or passing it along is better for the community fort, not whether your personal circumstances are enough reason to keep everyone else waiting.

Anyway, I think it's fair to upload the save now. If you really think you can finish very soon, then by all means, we would all love it if you did, but please be realistic;).

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 16, 2014, 07:50:58 pm

Yeah, I won't be able to end it like I wanted to, so here it is:

OVERSEER'S LOG: ENTRY NINE

I believe it is safe to say that I must resign as the current overseer of our fort. I am but a soaper, and that is all I wish to be. I know my place here, and being the overseer is not it.

To the next overseer, a list of requests:

- 1. Finish the work-in-progress hospital wing with traction benches.
- 2. Allow soap-making to continue for the sake of public health, but not to the point where we exhaust the wood reserves.
- 3. Create a public bath/cleansing chamber for all to enjoy. Clean dwarves are happy dwarves.
- 4. Work on a prison for criminals. There hasn't been any trouble yet as far as I'm concerned, but we should have one just in case.
- 5. Finish the second new graveyard and possibly work an a third, just in case.

This is what I request from you, and I hope we may accomplish all of these in the near future, but priorities must be made.

Here is the save: http://dffd.wimbli.com/file.php?id=10256 I might want to take another turn later, but we'll see.

Title: Re: The Cleansing of Doomforests

Post by: Taupe on December 17, 2014, 12:45:02 am

Ok, disclaimer, i am the noobest person ever. i learned how to play using all the noob tools, and after someone litterally dropped the complete setup on my desktop. I'm also running the old version (0.34.whatev) so i'm not sure whats new in this version, so that should be !fun!...

Okay, so hum, I see that the file version used is **0.40.06**, is that correct?

What am i allowed to use to run this fort? I'm usually using dfhack, some texture mod, and dwarf therapist. I have zero idea what I can rely on, and what i cannot for this succession run. Please advise. Keep it simple, when i read "anything that modifies the RAWS" I immediately assume the game's programming is made of uncooked meat. This is how programming-illiterate i am.

Assuming i cannot use those utilities, here's my most important question: how do I, hum, select things? Like seriously I tried running an unmodified fort before and I couldn't even select a workshop to order it around, or hilight a stockpile to modify it, that kind of thing. I can get my cursor on them, and ackowledge that they are, in fact, the thing I want to interact with, but have found no way to actually do so. Ask the people over at Datheteyo, I once made an outer wall out of pure fucking gold because I didnt know how to navigate some menus without a mouse.

Yeah, so, we are in for a world of !FUN! as you can see here. Oh, did you check whisperwhip and assume i knew what I was doing? NOOOPE.

Oh, and hum, after such a long turn, I don't want to extend mine, but keep in mind that this is the week before christmas, so I may have to ask for a slight extension down the line, depending on my amount of mandatory socialisation, overtime and the framerate of this beast.

I will get the save and start on this tomorrow, assuming my general noobness has been addressed by one of you lovely folks.

Title: Re: The Cleansing of Doomforests Post by: Loyal on December 17, 2014, 01:17:05 am

I don't think anyone will complain if you use Therapist to manage your labors or dfhack to do things like designate mining orders, but spawning magma or making your children do the masonry is probably out of the question.

As for selecting things, you should be able to see all the necessary hotkeys to the right of the screen.



If they aren't visible, hit 'Tab' until they are. Important hotkeys are: 'k' for viewing things on a given square. 'v' to inspect units, assign labors, etc. 'q' for managing building jobs, stockpile permissions, and so on. 't' to see what items exist in a building from previous jobs (including what materials the building is made of).

You can also check out this page (http://dwarffortresswiki.org/index.php/DF2014:Quickstart_guide) if you haven't already done so in detail.

Title: Re: The Cleansing of Doomforests

Post by: Drokles on December 17, 2014, 01:32:36 am

Welcome to Doomforests!

Quote from: Taupe on December 17, 2014, 12:45:02 am

Ok, disclaimer, i am the noobest person ever. i learned how to play using all the noob tools, and after someone litterally dropped the complete setup on my desktop. I'm also running the old version (0.34.whatev) so i'm not sure whats new in this version, so that should be !fun!...

Sounds like the perfect candidate for the position of overseer! Make yourself at home and marvel at all of the technological innovations that have come about since 0.34. I am sure Doomforests is representative of all of that.

I have no idea which version is being used. I don't think anyone past Salmeuk bothered telling us. But I used 40.13 when I started. It might be possible to downgrade, but I've heard it's a very, very bad idea.

DFHack is fine. I assume you've used it just to be able to control the mouse, so keep on doing that. Also keep on using Dwarf Therapist. Here at Doomforests the sanity of our overseers is a top priority. Which is why we call in a new one whenever the current one goes insane.

Yea, don't worry, the forums will probably slow down in general during Christmas break.

Finally, I think that Salmeuk volunteered to post a DFMA.

Generally though, I think I am not alone in saying that I don't know who or what is in the fort right now. I think it would be cool to be given a short description of your overseer's first impression when walking in the front door. Could you also look into whether Senshuken was dwarfed or not?

Good luck! Try not to mind the tombs with the past overseers names on them!

Quote from: Loyal on December 17, 2014, 01:17:05 am

You can also check out this page (http://dwarffortresswiki.org/index.php/DF2014:Quickstart_guide) if you haven't already done so in detail.

Thanks, put it on the front page;)

Title: Re: The Cleansing of Doomforests

Post by: Taupe on December 17, 2014, 02:18:24 am

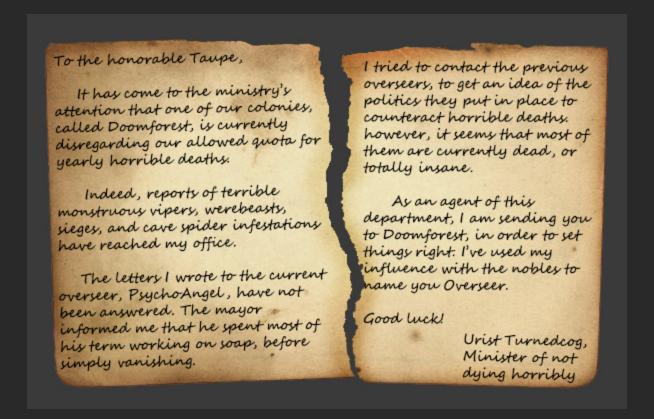
I have no idea which version is being used. I don't think anyone past Salmeuk bothered telling us. But I used 40.13 when I started. It might be possible to downgrade, but I've

Exactly, I recall reading that the save was using a much more recent version, which is why I'm confused by something like this: Spoiler (click to show/hide)



Is it the site that detects which version is uploaded, or did PsychoAngel write down the wrong number? Or maybe someone downgraded along the line, in which case lolwut?

As for giving you details about my impressions, rest assured that excruciating details will be provided regarding my utter inability to run this place. Here's an apetizer before I jump in...



Title: Re: The Cleansing of Doomforests

Post by: Drokles on December 17, 2014, 07:07:50 am

Way to open up in style, I look forward to seeing how this turns out!

Quote from: Taupe on December 17, 2014, 02:18:24 am

Quote

I have no idea which version is being used. I don't think anyone past Salmeuk bothered telling us. But I used 40.13 when I started. It might be possible to downgrade, but I've heard it's a very, very bad idea.

Exactly, I recall reading that the save was using a much more recent version, which is why I'm confused by something like this:



Is it the site that detects which version is uploaded, or did PsychoAngel write down the wrong number? Or maybe someone downgraded along the line, in which case lolwut?

As for giving you details about my impressions, rest assured that excruciating details will be provided regarding my utter inability to run this place. Here's an apetizer before I jump in...

To the honorable Taupe,

It has come to the ministry's attention that one of our colonies, called Doomforest, is currently disregarding our allowed quota for yearly horrible deaths.

Indeed, reports of terrible monstruous vipers, werebeasts, sieges, and cave spider infestations have reached my office.

The letters I wrote to the current overseer, PsychoAngel, have not been answered. The mayor informed me that he spent most of his term working on soap, before simply vanishing.

I tried to contact the previous overseers, to get an idea of the politics they put in place to counteract horrible deaths. however, it seems that most of them are currently dead, or totally insane.

As an agent of this department, I am sending you to Doomforest, in order to set things right. I've used my influence with the nobles to hame you Overseer.

Good luck!

Urist Turnedcog Minister of not dying horribly

Title: Re: The Cleansing of Doomforests

Post by: Taupe on December 17, 2014, 11:56:20 am

Ok, still wondering about the version problem. I reread the entire friggin thread, and it seems drokles started with 40.13, and the next mention is Psychoangel mentionning he'd run 40.16 because that's what he had. I will assume that the save is running on 40.16, and he simply miswrote it on the save transfer page.

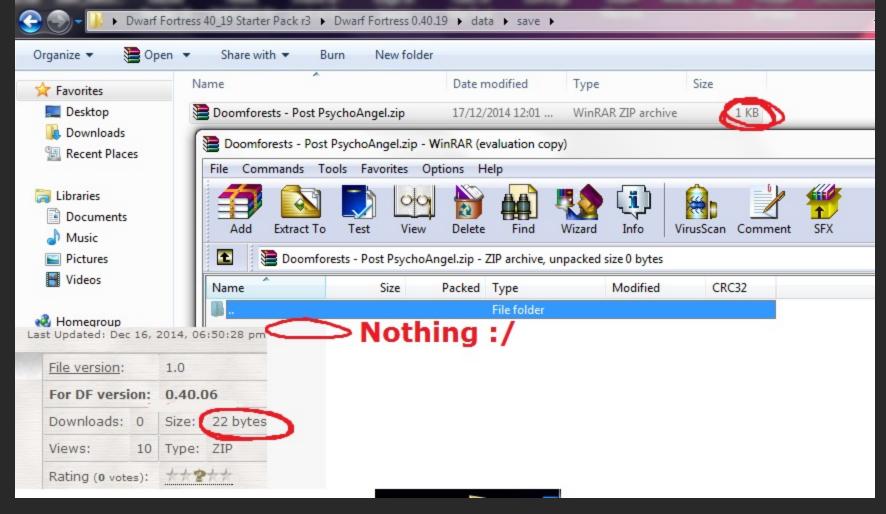
OR I could just grab the latest version of DF, which I think is 40.19, and we roll with that from now on.

Title: Re: The Cleansing of Doomforests

Post by: Taupe on December 17, 2014, 12:19:42 pm

Sorry for the double post, but it seems that all this questioning is irrelevant as long as a greater issue has not been resolved:

Spoiler: here's a slight issue: (click to show/hide)



Turns out, the save file is 22 bytes large, because it does not, in all fairness, contain a save. Or anything at all for this matter. This goes against the basic MNDH procedures.

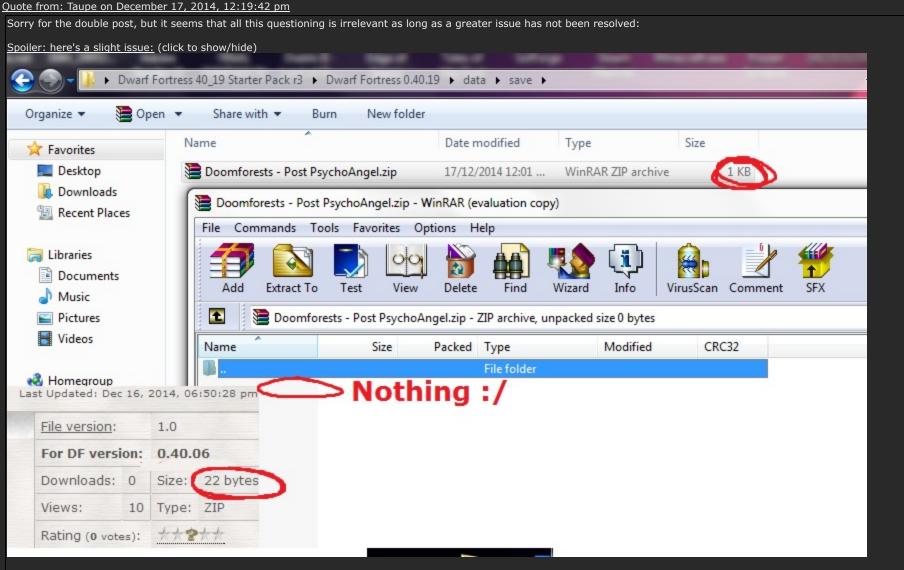
Psychoangel, I'll need you to update the save file as soon as you can, and do mention which version you were using.

PS: I sent him a PM just to speed things up, just in case.

Title: Re: The Cleansing of Doomforests Post by: mate888 on December 17, 2014, 03:23:31 pm

Just run in circles until the situation fixes itself.

Title: Re: The Cleansing of Doomforests Post by: Salmeuk on December 17, 2014, 03:52:04 pm



Turns out, the save file is 22 bytes large, because it does not, in all fairness, contain a save. Or anything at all for this matter. This goes against the basic MNDH procedures. Psychoangel, I'll need you to update the save file as soon as you can, and do mention which version you were using.

PS: I sent him a PM just to speed things up, just in case.

THE FELL CURSE OF THE PSYCHO-ANGEL CONTINUES

I vote that if he doesn't fix the save in a day we should just revert to the previous turn. It has gone on long enough.

also that introductory letter was amazing, continue being awesome!

Title: Re: The Cleansing of Doomforests
Post by: Taupe on December 17, 2014, 04:25:06 pm

My name is Taupe, and I am now on my way to the colony they call Doomforest, and from the trees around and the rumors I've heard, that's probably not just a fancy name chosen at random. apparently, most of the population suffered unlawful horrible deaths by a weregobbler, followed by a minotaur, a giant spider, and finally a viper. If more monsters plagued the fortress over the last 5 years, I do not know of them. The sanity of my predecessors is also less than integral, from what I could gather.

No wonder, then, that the Minister of Not Dying Horribly saw it wise to dispatch me to act as overseer and set things right. If right things can be set, that goes without saying. a strong military will be a priority, and non-retarded living accommodations will also go a long way. Hopefully, i can uncover the cause of the rulers' insanity and deal with it accordingly. Despite the dangers that go with such a title, I am glad to have been chosen for this task. Especially considering my less than stellar results at reclaiming Fortunegem three years ago. Still, i have learned a lot about goblins and their battle tactics, and I feel confident in my ability to defend this outpost and turn it into a safe haven of not dying horribly.

* * *

My stay here in Doomforest is definitely not going well. The moment I made it in sight of the fortress, I was intercepted by two guards escorting the previous overseer, a dwarf named PsychoAngel. Wether he is an angel is still up to debate, but the psychotic part has been quickly confirmed. a strange little man, smelling strongly of cleanliness, with soap bubbles coming out of his mouth as he speaks. He had his goons put a bag over my head, and then they dragged me into a small room. A room i am still locked up in. It has no windows, no furnitures, and no special features. This is the blankest room I have ever seen. access to the fortress is denied to me by Psychoangel.

The soap-loving ex-overseer refuses to pass the leadership on to me. Not until i have agreed to his terms, at least. Unless I agree to focus my reing on a continued soap production, coupled with baths, a hospital, a sauna and a catacomb filled with soap-forged coffins, access to the fortress proper will be denied to me.

His terms are ridiculous, but he is the one with the keys, and I may have to swear i will do as he asks. Thankfully, making empty promises and then not fullfilling them is a required skill for government employees.

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 17, 2014, 04:26:37 pm

GUYS, I'M SORRY. I DUN GOOFED.

Anyways, it's fixed now. Can't believe I let myself do that. CURSE YOU, TESTING WEEK!

Also, I remember making it a REQUEST, not a DEMAND. But eh, whatever makes the story more hilarious I suppose.

Title: Re: The Cleansing of Doomforests

Post by: **Salmeuk** on **December 17, 2014, 04:49:45 pm**

Quote from: PsychoAngel on December 17, 2014, 04:26:37 pm

GUYS, I'M SORRY. I DUN GOOFED.

Anyways, it's fixed now. Can't believe I let myself do that. CURSE YOU, TESTING WEEK!

Also, I remember making it a REQUEST, not a DEMAND. But eh, whatever makes the story more hilarious I suppose.

:D thanks for your quick reupload.

Title: Re: The Cleansing of Doomforests

Post by: PsychoAngel on December 17, 2014, 06:35:37 pm

No problem, I received a PM about it this morning, and fixed it as soon as I got home.

Also, I haven't been getting e-mail notifications of anything but PMs for about two weeks, and that's why I haven't been so punctual lately. Anyone know what's going on with that?

Title: Re: The Cleansing of Doomforests

Post by: **Taupe** on **December 17, 2014, 07:43:01 pm**

Maybe you just clicked "unsuscribe to email alerts"

Anyway, won't be starting the fort today, as my play time was in the morning. Expect my initial appraisal of the situation tomorrow. Maybe.

EDIT: Ok, so after a brief overview of the fort, the first 3 persons I encountered were a rotting dwarf carcass in the middle of a staircase, a troglodyte overcome by terror, and a crundle sitting on a pile of copper armor at the bottom of the earth, in a room overseing a giant volcano. the crundle was also overtaken by terror.

What. The fuck. Have you guys created.

PS: im taking screenshots, but of my desktop instead of the game. any easy fix for that?

Title: Re: The Cleansing of Doomforests

Post by: maxcat61 on December 17, 2014, 09:24:39 pm

I personally use paint to do my screenshots. If not, you can just go full-screen (F11 I think) and take screenshots then. Still, this fort is better then my old one, which ended with a dwarven child sealed outside, mortally afraid, and eventually died from sleep deprivation. On the plus, he had novice discipline at the end.

Title: Re: The Cleansing of Doomforests

Post by: Taupe on December 17, 2014, 10:34:44 pm

Initial report: Doomforest

From: Taupe Portallessons, 6th overseer of Doomforest, Bookkeeper, and agent of the MNDH

To: Urist Turnedcog, Minister of Not Dying Horribly

Date: 24th Malachite, 1054

To the respected minister Turnedcog,

Assuming this document reaches you, here are my initial assessment of the situation here at Doomforest. There is still much to discover in terms of potential horrible death triggers. Keep in mind, this is only my initial impression, this fort is so unsafe and disastrous that within minutes, I knew I was in for a ride.

First, the previous overseeer has been rendered insane by the fumes emanating from the soap workshop he dedicated his life to. The

mere act of taking over his management duty required a long period of bargaining and sequestration. After escaping captivity, I was able to look upon the fort proper. The immediate area was devoid of dwarves, but i could see the designation for a new workshop area, which the miners were expected to dig without breaching the walls leading to it.

Since i was alone, I decided to take the first staircase, which led me to three (THREE) different graveyards, all of which are of different size. While total symetry of a fortress' facilities is not mandatory by ministerial laws, it bothers me deeply. Past the graveyard, i saw a mass of beds clumped together, and tons of tunnels covered in random stone debris. I come across a dead, rotting dwarven corpse cluttering the only staircase. Then I encounter a terrified troglodyte. My journey ends in a strange underground facility, overseeing a volcano, part of which has been smoothed out for reasons unknown. The area is covered in holes and copper armor pieces. there is also a pile of soap and random silk cloth objects. In the middle of this strange facility, i encounter a single crundle, apparently maddened by terror

What. The. Actual. fuck. (continued on page 2)

* * *

Now, the lack of dwarves and the omnipresence of corpses and evil creatures within our forge complex is disturbing, but easy to explain and fix. It seems that on no less than 7 points, Doomforest is exposed to gigantic underground caverns filled with deadly monsters. One of them is defended by cage traps. the others are defended by the power of collective wishful thinking. I will have doors installed in the open corridors, and some actual walls built. doors are definitely a better defense than hoping really hard no monster show up, as explained in the MNDH guide.

I then run into the mayor, as well as the baron and ex-Overseer. altho he claims his title is "Overseer", i'm quick to rectify baron darzoth on whom is currently running this place. Ex-Overseer is his new title. Regardless, both of them are unsatisfied with their offices at the time. Drazoth in particular insists that every single aspect of his chambers is unsatisfying, including the ambient humidity levels, and the feng-shui synergy. He is also very pissed that none of the battle axes he ordered were made as of yet. Well, gee, maybe that's because your forge is populated by corpses, mister baron. I nevertheless took note of their complains, as angry nobles can lead to lots of trouble. I myself have taken over the noble title of manager, yet have no available office as of now. This must be solved ASAP. The previous manager also holds the title of bookkeeper and trader. so many tasks for only one dwarf, no wonder this place is a mess.

It seems that some offices are being created on the main floor of the fortress. Altho they are far away and unconveniently located, they will suit myself, the mayor, and the broker/bookkeeper for the time being. Adding some gold armor stands to the mayor should keep him happy. as for our baron, I'm having him moved to Psychoangel's office, as the whims and anger issues of a noble are more serious to adress than the need for an extravagant office for our soapmaker. Psychoangel is reassigned to the baron's old, meager office.

Civilian housing is rather cramped, and on a single level, making it hard for anyone to get to and from their bedchamber quickly. We don't lack space, so I may try to set multiple housing levels, alongside an extra dinning hall, to keep the population happy. I don't understand why we need to use so many small bedrooms, when clearly half the fort is vacant. Meager offices and sucky bedrooms lie around, unnassigned, while most dwarves only have a small corridor to call their own.

* * *

The entrance to the mines is a corridor with one layer of traps. Considering the general lifespan of dwarves here, I doubt anyone managed to survive long enough to become a master at trap-crafting. I shall order a pit to be dug alongside the traps, as an aditionnal layer of protection.

Morale check: holy fuck, are people here unhappy. Now I really have to shorten their trips and improve their bedrooms, because the next dwarf that dies is going to take us all with him.

I take a look at the combat report, and close the book immediately. What the actual hell happened here? Why are we fighting forgotten beasts, and humans, and crundles, and crocodiles, and whatnot? Time to learn how our army is doing... Well, it seems we have exactly 6 dwarves to defend us, including exactly one on active duty. That's not exactly great.

And that's my first impressions on Doomforest: It has no defenses, no happy citizen, no army, and no organisation. I haven't looked at our stockpiles, or the efficiency of the industry, but I'm just going to assume that everything is terrible, until proven otherwise. My dear minister, it will be a tough year, but i believe I can help set things right here, since basically any single thing here cannot be worse. Expect my monthly reports soon.

respects,

Taupe PortalLessons, Overseer of doomforest

Title: Re: The Cleansing of Doomforests
Post by: Taupe on December 17, 2014, 11:41:45 pm

Journal of Taupe Portallessons, Overseer of Doomforest

Week 1:

I have been here only a week, and already trouble has started. While I expected to stay in my office and issue mandates and reccomendations it,s clear that this fort will need my ever-present vigilance and wits to thrive. I had hopes that i could make notes of the important events, and record them in my mensual reports, but holy hells, is this place crazy! I'll have to keep a diary to keep track of everything going on here...

My first initiative was to order some doors placed in the caverns, and superfluous entrances to the same staircase blocked by walls. I also asked that we dig a pit to secure the cavern entrance further, in case the doors fail (hint: they will). doors won't stop large creatures, but until cave spiders and crundles learn to turn knobs, we'll prevent every single monster and their mother to simply walk into Doomforest. This has happened in the past, if the rumors are true.

Next I decided to turn my attention to the milicia. do they have a place to train? I'm not sure. We migh be stuck inside for a long time, so cave adaptation will be a problem, so I'd like to set up barracks outside. A nice training tower could also double as a sentry to locate thieves and ambushes before they show at our main (and only) gate. Our soldiers are in a squad named swoardwaf 1, which neither include swords, not sound very dwarven. I random a new, cooler name, and spend the first few days overseing our military supplies, and attributing equipment to the members of The Kinetic Swans. Awesome names make the soldiers more courageous, or so my ministerial guide claims.

I decided to see if we have barracks by ordering the Swans to gather their gear and go train. My plan goes to shit however, when reports come from down below. Now I know why the crundles were terrified earlier:



Before a door can be installed, a Mud man wanders into what i guess is to be our magma forge. The military cannot get to their good equipment, because it's there. I feel like we should let them train a bit before venturing down there. out of 6, none seem to know how to use his weapon effectively, and one of them is wielding a crutch, scar of a previous horrible battle. to minimize horrible deaths, I tell them to fisticuff or fight with what they have, and avoid the caverns for now.

Spoiler (click to show/hide)

```
The Armorsmith punches The Mud Man in the left leg with his right hand, fracturing it?

The Mud Man attacks The Armorsmith but He jumps away?

The Armorsmith grabs The Mud Man by the left foot with his right lower arm?

The Mud Man punches The Armorsmith in the left lower arm with its left hand, bruising the fat through the (pig tail fiber cloak)?

The Armorsmith punches The Mud Man in the head with his left hand, fracturing it?

The Armorsmith punches The Mud Man in the lower body with his right hand, fracturing it!

The Mud Man punches The Armorsmith in the right lower arm with its left hand, bruising the skin through the (pig tail fiber cloak)?

The Mud Man is unable to break the grip of The Armorsmith's right lower arm on The Mud Man's left foot!

The Mud Man struggles in vain against the grip of The Armorsmith's right lower arm on The Mud Man's left foot.

The Armorsmith kicks The Mud Man in the right hand with his left foot and the severed part sails off in an arc!

The Mud Man struggles in vain against the grip of The Armorsmith's right lower arm on The Mud Man's left foot.
```

But for some reason, an armorsmith was hiding down in the forge, stuck between a mud man and a hard place, and also a pool of magma. o avoid horrible death problems, I dispatch the military, to try and save him. He seems to be doing fine, however. Working the forge has made the man mighty, and after a few moments, he manages to drop kick the mud man's head apart from the body. False alarm, guys!

...Boy, i need a drink.

Week 2:



I may need more than one drink, to be fair.

Week 3:

Spoiler (click to show/hide)

```
Emergency: no squads, 1 burrow Civilian alert: Emergency c: Add alert d: Delete alert Enter: Set civilian alert N: Name alert

ALERTS SQUADS BURROWS

Inactive Marksdwarf 1 FUCKFUCKFUCK A Active/Training Axedwarf 1 Emergency [CIV] The Kinetic Swans
```

A general state of alert has been activated. The burrow is not up to dte, but the names are definitely relevant. Senshuken has claimed leadership of The Kinetic Swans, thanks to his atrociously high ability to not have fled when i asked who was in charge of defending us from this beast. A rookie mason from the latest migrant wave, just like the men he commands. Their gear is in the forge, at the bottom of the caverns. We have zero military equipment save for 3 iron mails and a helmet.

I have ordered the cavern shaft to be sealed with giant blocks of basalt at the top, since going deeper to block stuff would just be sending our masons to die horribly, which is what I'm here to counter. While we briefly grasped a sighting of the horrifying creature, a

mere second later it had vanished into the depths. we don't know where it is. At all. I'm fucking terrified now. the caverns are now the Snail's playground, because it flies and can go around anything. there is no stopping it. we can't even locate them damnd thing.

On a slightly positive note, updating the burrow is teaching me which buildings were constructed most recently. On a deeply negative note, it also helped me locate an entrance to the fortress from the farming complex, which has no doors, no defenses, and no easily sealed corridors. Ugh, this place.

Week 3, continued:

Spoiler (click to show/hide)



I tried to discuss my plans for the overground barracks with Senshuken, and in return he mentionned me his plan to send a crippled soldier/mason down the cave to distract the beast. I object. he says he's already given the order. Damnit.

The cripple returns, too horrified by the staircase corpses to proceed. He says there are 10 of his rotting friends lying down there, as well as his leg. What the hell. As a result, we still don't have the military gear, BUT nobody died horribly. Yet. Anyway, he says, miasma is coming down from the forges, and with dead crundles and mud men splattered over the armor pile, it's not that great an idea to venture there for now. where is the beast? We still don't know.

Spoiler (click to show/hide)



Meanwhile, the haulers can't get down in the mines, so they carry barrels of booze around. Then they stop, because they are terrified by 10 more corpses rotting in the brewery. Oh by Armok, what the hell is wrong with this place? So many unlawful horrible deaths! Well, Psychoangel at least had the sence to order a new graveyard, so i venture underneath the workshops to designate the incoming coffins as fit for burial.

```
Spoiler (click to show/hide)
```

```
Thîkut Tarandeduk, Bone Carver is throwing a tantrum!

Thîkut Tarandeduk, Bone Carver cancels Store Item in Stockpile: Throwing tantrum.

Thîkut Tarandeduk, Bone Carver cancels Clean: Throwing tantrum.

Eshtân Ustuththoth, Bonecarver cancels Store Item in Stockpile:

Experiencing emotional shock.

Thîkut Tarandeduk, Bone Carver cancels Starting Fist Fight: Target inaccessible.

Thîkut Tarandeduk, Bone Carver cancels Clean: Throwing tantrum.

Thîkut Tarandeduk, Bone Carver cancels Clean: Throwing tantrum.

Fikod Eribgamil, Farmer cancels Recover Wounded: Handling dangerous creature.

→Thîkut Tarandeduk, Bone Carver cancels Clean: Throwing tantrum.
```

Spoiler (click to show/hide)



After I return upstairs, I hear commotion. A bone carver has gone overboard and attacks his workmate. Senshuken manage to lock him inside a nearby room until he calms down. Why is this guy tantruming anyway?

ond before, the contract of th

Oh...

Spoiler (click to show/hide)

```
a: Assign Bed
f: Free Bed
b: Barracks (N)
d: Dormitory (N)
r: Resize Room

n: Give name

Current Owner:
Thîkut Tarandeduk, Bone Carv
Minkot Edemudib, Ranger
```

Spoiler (click to show/hide)

The room in question is rather nice. Incredibly nice, in fact. I'm told it was the Baron's chambers, before I gave him an additional office next to the workshops. Well, while the tantruming carver is locked up in there, migh as well make use of this room. I inform the dwarf, trough the door, that this bedroom is his if he calms down. He does so, and just... stands there, doing nothing. He seems truly broken. I leave a note to the haulers: I want a small stockpile of food, and another for booze, right in this room, in case we need to lock down the carver inside again.

"You can stay here as long as you feel bad, I inform the man. So can your wife. Just, yaknow, get better?"

Spoiler: OOC notes (click to show/hide)

I dwarfed myself as a random trader, and made him the manager, leaving the trice-noble to keep his other two jobs. I'll be editing this post to add additional weeks, instead of doing ten thousand posts. Do keep an eye on the thread

I seem to have a mid-summer save, which i assume is because PA couldn't finish? i can either run my turn up to next mid-summer, or do a year and a half to return things to normal. your call,

PS: managed to solve the screenshot problem by running things windowed instead of fullscreen. awkward, but it delivers, so meh...

PPS: Drokles, you may also rename this thing to "The reform of Doomforest', if you so please.

Title: Re: The Cleansing of Doomforests
Post by: Senshuken on December 18, 2014, 12:09:06 am

Do I have a military dwarf yet?... Because I'm willing to wait for a new, healthy dwarf to be recruited into Doomforests's army so he has the best chance of not dying if need be.

Title: Re: The Cleansing of Doomforests

Post by: Taupe on December 18, 2014, 12:22:58 am

Why not both?

Congratulation, you are now our military captin. You are ASLO a rookie mason who's equipment is separated from you by ten corpses, a group of troglodytes, and a giant monster from hell. Wish you luuck.

Title: Re: The Cleansing of Doomforests

Post by: **Senshuken** on **December 18, 2014, 12:35:55 am**

Okay then. I have a cunning plan to get our equipment and save the fortress!.. Who's currently the most useless member of the squad?

Title: Re: The Cleansing of Doomforests

Post by: Taupe on December 18, 2014, 12:37:13 am

A guy with a crotch.

You want him to aggro the beast away so the rest can sneak into the forge, huh?

Title: Re: The Cleansing of Doomforests
Post by: Senshuken on December 18, 2014, 12:48:52 am

Pretty much. One should never underestimate the power of throwing someone off the sled to the wolves when in a bad situation.

Title: Re: The Cleansing of Doomforests Post by: Taupe on December 18, 2014, 02:33:16 am

Urist Turnedcog was speechless. The journal in his hands was almost empty, and covered in blood.

"Where is the rest? he asks his secretary.

- -That's all there is, sir. An initial report, then someone over at Doomforest mailed us his journal. Nineteen days, then nothing.
- -Do we have any reports? What did the messenger say?
- -Well, sir minister, he's not exactly a messenger, and more like a random dwarf who fled.
- -I want to talk to him, find out the truth.
- -Sir, is that wise? The man is... not quite right.
- Incono
- -Yes, I'm afraid so, or deeply traumatised. He talks of corpses, a giant snail, and the return of the beast. And a civil war...

Urist spends a few moments walking in circle in his office. This is a catastrophe! Taupe is missing, and he hasn't been over there a full three weeks yet. "The King will have my head when he learns we failed to secure such a promising colony..."

-Well, give the man a drink, and let him rest. I'll see him tomorrow, and find out what he knows anyway. Crazy accounts are better than no accounts at all.

Title: Re: The Cleansing of Doomforests Post by: Senshuken on December 18, 2014, 04:57:45 am

Journal of Senshuken, Captain of the The Kinetic Swans

My attempt to secure my squads weapons and armor from that damn flying snail ended in failure due to poor teamwork and our new Overseer being a complete wuss. While I admire the fact that he appears to be sane and is taking an interest in trying to salvage what's left of Doomforests, his unwillingness to sacrifice one for the benefit of all might be problematic later on down the line depending on circumstances.

Despite the failure to reclaim our weapons, our decoy didn't die trying which has to be considered something of a blessing. Still, I would feel a hell of a lot better with a weapon in my hands and armor between my solders and the things trying to murder us.

Title: Re: The Cleansing of Doomforests Post by: Taupe on December 18, 2014, 05:08:19 am

Over the night, a few other survivors make their way to the mountainhomes, each bearing rather similar tales about monstruous beast, curses, and the imminent fall of Doomforest. The Minister of Not Dying Horribly spend most of his day interviewing the refugees. One of them is a smith...

Spoiler (click to show/hide)

Upper Body Pig Tail Fiber Dress (Under) +Iron Mail Shirt+ (Over) Alpaca Wool Cloak (Cover) -Steel Mace-*Copper Shield* Lower Body Alpaca Wool Trousers (Over) Bismuth Bronze Greaves- (Armor) Left Hand Porcupine Leather Glove (Under) Sheep Wool Mitten (Cover) Right Hand Llama Wool Glove (Under) Sheep Wool Mitten (Cover) Head Alpaca Wool Cap (Over) Pig Tail Fiber Hood (Cover) **Left Foot** Llama Wool Sock (Under) Pig Tail Fiber Shoe (Over) Right Foot Alpaca Wool Sock (Under) Donkey Leather Shoe (Over) Missing Akililun Kithdarud (☆Yak Bone Short Sword☆), *Copper High Boot* (Over), *Copper High Boot* (Over), ≡Copper Helm≡ (Armor), Zustashurol Merrangastel (Elk Bone Gauntlet (Armor)), Zustashurol Merrangastel (AElk Bone Gauntlet (Armor)), -Steel Gauntlet- (Armor), -Steel Gauntlet- (Armor), -Steel Gauntlet-(Armor), -Steel Gauntlet- (Armor)

'Senshuken' Bimumam

Equipment

"The milicia was mobilised, but without access to their gear, they were pretty much pointless. We only had a few weapons upstairs, the rest was still littered around or in the forge below. Successive mass-slaughters will do that, yasee..."

A troubling tale, but they already knew doomforest had some serious issues with horrible deaths. That's why the king got their ministry on the case in the first place. Maybe if I tell him that by the time we got there, the fort had already fallen... Would that lessen the damage to my reputation? The smith continues his tale:



Spoiler (click to show/hide)



"the Forgotten Beast spent a lot of time behind the door, not touching it. For a time we all hoped it would hold, but after a day or two of staring at it, the Beast must have figured out what it was, and tore it to pieces. M'ster Taupe seemed like a decent enough fellow, and at least his idea of a door gave us bit of extra time. Tis what saved me really, when I got at the top and saw 6 dwarves with no training holding to their sword with no armor on, I knew we were done. The masons tried to block the entrance, but I wasn't sure they'd have enough time. all me family was dead, sir ministry, so I had a pretty good idea of what was gonna happen to us. so I fled."

And so was the tale of the weary blacksmith, one of the sanest refugee they had around. His story seemed to suggest that Doomforest met it's namesake (not talking about the forest yo) once the beast got into the fort proper. If only this was so simple... they had other, more troubling tales tho, of child murder and insanity. The whole story was a mess. The next dwarf on the list was a brewer, and he was greeted coldly by the minister.

Spoiler (click to show/hide)

Page 1/6 FPS: 100 (48) 19th Galena, 1054

"We are told that your fort fell to a forgotten beast, is that correct?

-Oh, no, sir, not at all. The beast wasn't in the fort yet when I ran away. Twas the overseer going insane that told me we were dead if we stayed, yesir. So when i saw this polite man from the mountainhomes come here to help us and then beat a fucking child to death, i knew this wasn't gonna be pretty after that. they say he locked a bonecarver inside the baron's room so the poor guy would starve to death. -Beating a child to death?

```
The Dwarven Child punches The Agent of the MNDH in the right upper leg with her right hand, bruising the fat through the (Ilana wool cloak)? The Agent of the MNDH punches The Dwarven Child in the left upper leg with his right hand, bruising the fat through the (pig tail fiber cloak)? The Dwarven Child attacks Ine Agent of the MNDH with eight purper leg with his right hand, bruising the fat through the (pig tail fiber cloak)? The Dwarven Child attacks Ine Agent of the MNDH with the purper with his right hand, bruising the fat through the (pig tail fiber cloak)? The Dwarven Child but the purper with his left hand, bruising the fat through the (pig tail fiber cloak)? The Dwarven Child punches The Agent of the MNDH in the right hand with her left hand, bruising the fat through the (giant gray langur leather right mitten)?

The Right of the MNDH punches The Dwarven Child in the left foot with his right hand, bruising the fat through the (giant gray langur leather right hand, bruising the muscle through the (llana wool shoe)? The Dwarven Child attacks Ine Agent of the MNDH but the jungs away? The Dwarven Child attacks Ine Agent of the MNDH but the jungs away? The Dwarven Child attacks Ine Agent of the MNDH but the jungs away? The Dwarven Child attacks Ine Agent of the MNDH in the left lover arm, bruising the muscle through the (llana wool cloak)? The Dwarven Child attacks of mirally? The Agent of the MNDH misses The Dwarven Child? The Dwarven Child attacks on Firally? The Agent of the MNDH misses The Dwarven Child? The Dwarven Child atshes The Agent of the MNDH around by the left lover arm, tearing apart the left lover arm has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn?

The Right Hand, bruising the fat through the (pig tail fiber cloak)? The Dwarven Child shakes In Agent of the MNDH around by the left lover arm, tearing apart the left lover arm has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has bee
```

-Not sure how it all began, really, but the overseer was just wailing on this child like he had gone insane, and tried to smash him against the wall a couple time. I grabbed my shit and I left before they could close the gate, tis true.

-You are talking about Taupe, the MNDH agent, right? why would he beat a child to death?

-Dunno. Never trusted him, tho. Too polite, to reserved, too snobby. First thing he did was take his nice office away from our great soap bringer, then he named Senshuken head of the military, which was a poor decision really. his first order was to sacrifice people down the shaft as a distraction so he could grab the loot down there and run away. Bloody coward, both of them!

-And what happened next?

-Dunno, sir, i was already gone.

Next is a guy named StupidElves. Stupidelves has a lot of things to say about hating elves in general, but even more so about his friend the trapper, who died because of a curse.

```
The Trapper attacks The Wereantelope but It jumps away!
  The Trapper punches The Wereantelope in the left hoof with her right hand, bruising the muscle!

The Wereantelope strikes The Trapper in the upper body with its (gian cave spider silk right glove), bruising the fat through the (cave spinely slove).
  The Trapper attacks The Wereantelope but It jumps away!
The Hereantelope etuikes The Trapper in the right foot wit
   The Trapper punches The Wereantelope in the right hand with her left hand, bruising the muscle!

The Trapper attacks The Wereantelope but It jumps away!
   The Trapper attacks The Wereantelope but It jumps away!
   The Trapper punches The Wereantelope in the right hoof with her right hand, bruising the muscle!

The Wereantelope strikes The Trapper in the second finger, left hand were not be a second finger.
  The Wereantelope charges at The Trapper!
The Wereantelope collides with The Trapper!
The Trapper is knocked over and tumbles backward!
The Trapper stands up.
The Wereantelope hites The Trapper in the lover be
  The Trapper is knocked over and tambles business.

The Trapper stands up.

The Wereantelope bites The Trapper in the lower body, bruising the mu and bruising the stomach through the (cave spider silk cloak)!

The Wereantelope latches on firmly!

The Trapper punches The Wereantelope in the left hand with her right hand, bruising the muscle!

The Wereantelope strikes The Trapper in the right lower arm with its (giant cave spider silk right glove), bruising the muscle through the
  Sazir Gidthurrith, Trapper: Gruesome wounds! Begone fear!
The Wereantelope shakes The Trapper around by the lower body, tearing apart the lower body's fat and bruising the muscle!
The Wereantelope strikes The Trapper in the upper body with its (giant cave spider silk right glove), bruising the muscle and bruising the live through the (cave spider silk cloak)!
The Trapper latches on firmly!
The Trapper latches on firmly!
The Wereantelope charges at The Trapper!
The Wereantelope collides with The Trapper!
The Trapper is knocked over and tumbles backward!
The Trapper stands up.
The Trapper punches The Wereantelope in the left hand with her right hand, bruising the muscle!
The Wereantelope strikes The Trapper in the left upper arm with its (giant cave spider silk right glove), bruising the muscle through the
   The Trapper bites The Wereantelope in the left upper leg, tearing the
  The Wereantelope charges at The Trapper!
The Wereantelope collides with The Trapper!
The Trapper is knocked over and tumbles backward!
Spoiler (click to show/hide)
 The Trapper stands up.
The Trapper attacks The Wereantelope but It jumps away!
hood)!
The Trapper misses The Wereantelope!
The Wereantelope strikes The Trapper in the left ear with its (giant cave spider silk right glove), tearing the cartilage through the (cave spider silk cloak)!
The Wereantelope strikes The Trapper in the lower body with its (giant the Wereantelope strikes The Trapper in the muscle and bruising the
  The Trapper attacks The Wereantelope but It jumps away!
  The Trapper misses The Wereantelope!
The Wereantelope punches The Trapper in the lower body with its left hand, bruising the muscle and bruising the spleen through the (cave
   The Wereantelope charges at The Trapper!
The Wereantelope collides with The Trapper!
The Trapper is knocked over and tumbles backward!
 The Trapper is knocked over an interpretation of the Irapper stands up. The Irapper attacks The Wereantelope but It jumps away? The Wereantelope strikes The Irapper in the right lower leg with it (right cave spider silk right glove), bruising the muscle through the stripper in the right place of the silk right glove.
  (alpaca wool dress):
The Trapper attacks The Wereantelope but It jumps away!
The Trapper in the right lower leg with its
  The Trapper misses The Wereantelope!
The Trapper misses The Wereantelope!
                                                                                                                 the right upper arm with its
ruising the muscle through the
  The Trapper is no longer stunned.
The Trapper attacks The Wereantelope but It jumps away!
The Trapper attacks The Wereantelope but It jumps away!
The Trapper attacks The Wereantelope but It jumps away!
The Trapper misses The Wereantelope!
  The Trapper attacks The Wereantelope but It jumps away!
                                                                                                                                                                m with its right cloak)!
  The Trapper attacks The Wereantelope but It jumps away!
The Trapper misses The Wereantelope!
  The Wereantelope charges at The Trapper!
  The Trapper attacks The Wereantelope but It jumps away!
The Trapper punches The Wereantelope in the left hand with her right
  hand, but the attack glances away!
The Trapper attacks The Wereantelope but It jumps away!
```

"Ok, so, this girl Sazir, she was a trapper, but also pretty good with people. We were all trying to do some damage control. a monster was incoming, the best masons were trying to patch the caverns before it was too late, the overseer was taking care of Thikub cause he was kinda going crazy after losing his brothers... Me I was trying to bury some corpses to stop people from going mad as fucks, And Sazir

looks at me, and she says "run" like dead serious. Now this is doomforest, and when someone says that, you fucking trust em, trust me

-And what were you fleing from?

-The wereantelope, sir. The fucking cursed beast of Doomforest. We killed the original, but someone must have been bit or stuff and didn't say so to the others, cause just as we were trying to prepare for da giant snail, this furry mad zebra shit turns a corner and starts to fucking tear Sazir a new one. Twas a full moon, that I saw clearly when I made a run for it straight to here. didnt grab any shit. Last thing I saw was that girl getting murdered by this thing. I saw a wereantellope clear the fortress once, wasn't gonna stay there for a second dish. I'm so fucking glad none of the other refugees turned into one as we fled. Twould have been some shitty luck.

Slowly a puzzle was assembling in the minister's head, and it wasn't portraying anything pretty. Just how many monsters are there in this fort? StupidElves is excused, and his replacement enters, a dwarf barely able to walk without fumbling to the ground. He looks mad, and even after a bath and some new clothes, he is still covered in blood and vomit. He's the one we got yesterday, for sure... The survivor sits down with pain, chugs the beer he is offered, and stares at the wall for a moment. "So, hum, I'm told the fort fell to a werebeast, is that correct?

```
Spoiler (click to show/hide)
  The Trapper attacks The Wereantelope but It jumps away!
The Wereantelope punches The Trapper in the head with its right hand,
   The Trapper punches The Wereantelope in the left hoof with her right hand, bruising the muscle!

The Wereantelope strikes The Trapper in the upper body with its (giant cave spider silk right glove), bruising the fat through the (cave spider).
   The Trapper attacks The Wereantelope but It jumps away!
The Wereantelope strikes The Trapper in the right foot with its cave spider silk right glove), bruising the muscle through the
    The Trapper punches The Wereantelope in the right hand with her left hand, bruising the muscle!

The Trapper attacks The Wereantelope but It jumps away!
    The Trapper attacks The Wereantelope but It jumps away!
   The Trapper punches The Wereantelope in the right hoof with her right hand, bruising the muscle!

The Wereantelope strikes The Trapper in the second finger, left hand with its (giant cave spider silk right glove), tearing apart the skin and bruising the muscle through the (sheep wool left mitten)!

The Wereantelope charges at The Trapper!

The Wereantelope collides with The Trapper!

The Trapper is knocked over and tumbles backward!

The Trapper stands up.

The Wereantelope bites The Trapper in the lover body, bruising the muscle.
  The Trapper is knocked over and tumples but have a substitute of the trapper stands up. The Wereantelope bites The Trapper in the lower body, bruising the muscle and bruising the stomach through the (cave spider silk cloak)! The Wereantelope latches on firmly! The Trapper punches The Wereantelope in the left hand with her right hand, bruising the muscle! The Wereantelope strikes The Trapper in the right lower arm with its (giant cave spider silk right glove), bruising the muscle through the (case spider silk cloak)!
    Sazir Gidthurrith, Trapper: Gruesome wounds! Begone fear!
    The Trapper bites The Wereantelope in the left upper leg, tearing the
 The Trapper latches on firmly!
The Trapper latches on firmly!
The Wereantelope charges at The Trapper!
The Wereantelope collides with The Trapper!
The Trapper is knocked over and tumbles backward!
The Trapper stands up.
The Trapper punches The Wereantelope in the left hand with her right hand, bruising the muscle!
The Wereantelope strikes The Trapper in the left upper arm with its (giant cave spider silk right glove), bruising the muscle through the
    The Wereantelope charges at The Trapper!
The Wereantelope collides with The Trapper!
The Trapper is knocked over and tumbles backward!
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Page 2/8
                                                            FPS: 100 (49)
                                                                                                                                                   19th Galena, 1054
 →The Trapper stands up.

The Trapper attacks The Wereantelope but It jumps away!

The Wereantelope strikes The Trapper in the head with its (giant cave the Wereantelope strikes) bruising the muscle through the (sheep wool
   The Trapper misses The Wereantelope!
   The Trapper attacks The Wereantelope but It jumps away!
   The Trapper misses The Wereantelope!
  The Wereantelope charges at The Trapper!
The Wereantelope collides with The Trapper!
The Trapper is knocked over and tumbles backward!
The Trapper stands up.
The Trapper attacks The Wereantelope but It jumps away!
   The Trapper attacks The Wereantelope but It jumps away!
   The Trapper misses The Wereantelope! The Trapper misses The Wereantelope!
  The Trapper is no longer stunned.
The Trapper attacks The Wereantelope but It jumps away!
The Trapper attacks The Wereantelope but It jumps away!
The Trapper attacks The Wereantelope but It jumps away!
The Trapper misses The Wereantelope!
   The Wereantelope misses the Frapper.

The Trapper attacks The Wereantelope but It jumps away!

The Trapper arm with its right
  The Trapper attacks The Wereantelope but It jumps away!
The Trapper misses The Wereantelope!
The Wereantelope strikes The Trapper in the right lower leg with its (giant cave spider silk right glove), bruising the muscle through th
   The Wereantelope charges at The Trapper!
  The Trapper jumps away!
The Trapper attacks The Wereantelope but It jumps away!
The Trapper punches The Wereantelope in the left hand with her right hand, but the attack glances away!
The Trapper attacks The Wereantelope but It jumps away!
The Trapper attacks The Trapper in the upper body with its (giant.)
s: Search
Spoiler (click to show/hide)
                                                                                                                                    19th Galena, 105
  Page 3/8
                                                           FPS: 100 (48)
                                                       t glove), bruising the muscle through the (cave
  The Trapper scratches The Wereantelope in the left upper leg, tearing the fat and bruising the muscle!

The Wereantelope strikes The Trapper in the right upper leg with its

(giant case spides silk wight glove) howising the skip through the (case
   spider silk cloak)!
The Trapper attacks The Wereantelope but It jumps away!
The Trapper attacks The Trapper in the left lower leg with its
The Trapper in the left lower leg with its
The Trapper in the left lower leg with its
The Trapper in the muscle through the
  The Trapper misses The Wereantelope!
The Wereantelope kicks The Trapper in the hoof, bruising the bone through the (alpa The Wereantelope strikes The Trapper in the wereantelope strikes The Trapper in the cave spider silk right glove), bruising the strikes the trapper in the spider silk right glove).
  The Wereantelope charges at The Trapper!
The Wereantelope collides with The Trapper!
The Trapper is knocked over and tumbles backward!
The Trapper stands up.
The Trapper attacks The Wereantelope but It jumps away!
   The Trapper falls over.
            Trapper regains consciousness.
             Trapper gives in to pain.
                                                                         Trapper in the head with uising the muscle through
            Trapper regains consciousness.
              frapper gives in to pain.
```

Sobbing and shaking, the man slowly tells a semi-coherent tale, about a trapper (no doubt the aforementionned Sazir) who tried to fend off a monstruos antelope. It's clear that the beast saw no real challenge or threat in the trapper, and started to merely toy with her, before it got tired and started to bash her head in repeatedly. The storyteller claims he was there all along, hiding under a wheelbarrow, staring in horror. Trying to learn where the beast came from only conjures up a darker tale still...

Spoiler (click to show/hide)

```
The Wereantelope strikes The Irapper in the head with its (giant cave spider silk right place), busing the muscle and fracturing the shall the Wereantelope strikes The Irapper in the head with its (giant cave spider silk right place), busing the muscle through the Cabeep weel hood?

The Wereantelope strikes The Irapper in the head with its (giant cave spider silk right place), busing the muscle through the Cabeep weel hood?

The Verantelope strikes The Irapper in the head with its (giant cave spider silk right glace), bruising the muscle through the Cabeep weel hood?

The Irapper regains consciousness.

The Irapper gives in to pain.

The Wereantelope strikes The Irapper in the head with its (giant cave spider silk right glace), bruising the muscle through the Cabeep weel hood?

The Wereantelope strikes The Irapper in the head with its (giant cave spider silk right glace), bruising the muscle through the Cabeep weel hood?

The Wereantelope strikes The Irapper in the head with its (giant cave spider silk right glace), bruising the muscle and fracturing the shall through the (cabeep weel hood?)

The Wereantelope strikes The Irapper in the head with its (giant cave spider silk right glace), bruising the muscle and fracturing the shall through the (cabeep weel hood?)

The Wereantelope strikes The Irapper in the head with its (giant cave spider silk right glace), bruising the muscle through the (sheep weel hood?)

The Irapper regains consciousness.

The Irapper regains consciousness.

The Irapper gives in to pain.

The Daarven Child punches The Irapper in the head with her left hand, bruising the muscle through the (sheep weel) hood?

The Duarven Child punches The Irapper in the head with her left hand, bruising the muscle through the (sheep weel) hood?

The Duarven Child punches The Irapper in the head with her left hand, bruising the muscle through the (sheep weel) hood?

The Duarven Child punches The Irapper in the head with her left hand, bruising the muscle through the (sheep weel) hood?

The Duarven Child punch
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*bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child locks The Trapper's right hip with The Dwarven Child's right upper arm!
        The Dwarven Child locks The Trapper's right hip with The Dwarven Child' right upper arm?

The Dwarven Child bends The Trapper's right upper leg with The Dwarven Child's right upper arm and the right hip collapses?

A ligament in the right hip has been torn and a tendon has been torn? The Dwarven Child releases the joint lock of The Dwarven Child's right upper arm on The Trapper's right upper leg.

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child releases the grip of The Dwarven Child's right upper arm on The Trapper's right upper leg.

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child grabs The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child grabs The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?
                 left lower arm!
            left lower arm?
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?
The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?
The Dwarven Child releases the grip of The Dwarven Child's left lower arm on The Trapper's lower front teeth.
The Dwarven Child grabs The Trapper by the third toe, right foot with her right lower arm?
            right lower arm!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child releases the grip of The Dwarven Child's right lower arm on The Trapper's third toe, right foot.

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child grabs The Trapper by the right upper arm with her left hand!
                 hand!
           The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
Spoiler (click to show/hide)
                                                                                                                                                                                                                                            FPS: 100 (48)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         19th Galena, 1054
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The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child locks The Trapper's right shoulder with The Dwarven Child's left hand!

The Dwarven Child bends The Trapper's right upper arm with The Dwarven Child's left hand and the right shoulder collapses!

A ligament in the right shoulder has been torn and a tendon has been torn! A ligament in the right shoulder has been torn?

The Dwarven Child releases the joint lock of The Dwarven Child's left hand on The Trapper's right upper arm.

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the he The Dwarven Child grabs The Trapper by the upper front teeth with her right upper arm?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child releases the grip of The Dwarven Child's right upper arm on The Trapper's upper front teeth.

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

Search

Spoiler (click to show/hide)

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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             19th Galena, 1054
 The Dwarven Child grabs The Trapper by the left upper arm with her right lower leg!
The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child locks The Trapper's left shoulder with The Dwarven Child's right lower leg!
The Dwarven Child bends The Trapper's left upper arm with The Dwarven Child's right lower leg and the left shoulder collapses!
A ligament in the left shoulder has been torn and a tendon has been torn!
The Dwarven Child releases the joint lock of The Dwarven Child's right lower leg on The Trapper's left upper arm.
The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child releases the grip of The Dwarven Child's right lower leg on The Trapper's left upper arm.
The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child grabs The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
The Dwarven Child grabs The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!
    The Dwarven Child grabs The Trapper by the left upper arm with her right
 The Dwarven Child grabs The Trapper by the first toe, right foot with her left lower leg!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child releases the grip of The Dwarven Child's left lower leg on The Trapper's first toe, right foot.

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

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The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!
       her left upper arm?

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)?

The Dwarven Child punches The Trapper in the head with her right hand, so Search
Spoiler (click to show/hide)
                                                                                                                                                                                                                                                                                              FPS: 100 (48)
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PPS: 100 (48)

19th Galena, 105

*bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child releases the grip of The Dwarven Child's left upper arm on The Trapper's second finger, right hand.

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The Dwarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)!

The poor man, who cannot even manage to remember his own name, claims that he saw a child carrying a body to the graves from the farms. When he passed the main gate and saw the sky, he dropped his hauled corpse, howled to the moon, and instantly transformed into a nightmarish mammal. After a while, it turned back to it's original form, but even as a child, he could still manage to wrestle down and brutally assault Sazir. The minister heard his share of tragedies over the years, but they all pale when compared to the details weaved into this tear-soaked story... He had met Sazir before, when his underling Taupe would bring his lovely wife to the office's parties. to think of her now...

At this point, the child was using Sazir's comatose body as a mere doll, shredding and smashing it for it's own entertainment...

```
The Dwarven Child attacks The Agent of the MNDH but He jumps away!
The Dwarven Child punches The Agent of the MNDH in the right upper leg
with her right hand, bruising the fat through the (llama wool cloak)!
The Agent of the MNDH punches The Dwarven Child in the left upper leg
with his right hand, bruising the fat through the (pig tail fiber cloak)!
The Dwarven Child attacks The Agent of the MNDH but He jumps away!
The Dwarven Child scratches The Agent of the MNDH in the right hand,
bruising the muscle through the (giant gray langur leather right lower arm
with his left hand, bruising the fat through the (pig tail fiber cloak)!
The Agent of the MNDH attacks The Dwarven Child but She jumps away!
The Dwarven Child punches The Agent of the MNDH in the right hand with
her left hand, bruising the fat through the (giant gray langur leather
right mitten)!
      right mitten)!
The Agent of the MNDH punches The Dwarven Child in the left foot with his right hand, bruising the muscle through the (llama wool shoe)!
The Dwarven Child attacks The Agent of the MNDH but He jumps away!
The Agent of the MNDH punches The Dwarven Child in the upper body with his right hand, bruising the muscle through the (pig tail fiber cloak)!
The Dwarven Child bites The Agent of the MNDH in the left lower arm, bruising the muscle through the (llama wool cloak)!
The Dwarven Child latches on firmly!
The Agent of the MNDH misses The Dwarven Child!
The Dwarven Child shakes The Agent of the MNDH around by the left lower arm, tearing apart the left lower arm's muscle and bruising the bone!
An artery in the left lower arm has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!
           right mitten)
         The Dwarven Child shakes The Agent of the MNDH around by the left lower arm, tearing apart the left lower arm's muscle and bruising the bone! An artery in the left lower arm has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been
             torn!
         The Agent of the MNDH punches The Dwarven Child in the left lower arm with his right hand, bruising the fat through the (pig tail fiber cloak)! The Dwarven Child shakes The Agent of the MNDH around by the left lower arm, tearing apart the left lower arm's muscle and bruising the bone! An artery in the left lower arm has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been
      torn?
The Dwarven Child punches The Agent of the MNDH in the lower body with her right hand, bruising the muscle and bruising the guts through the (lama wool cloak)?
The Agent of the MNDH charges at The Dwarven Child?
The Agent of the MNDH collides with The Dwarven Child?
They tangle together and tumble forward?
The Dwarven Child stands up.
The Agent of the MNDH punches The Dwarven Child in the first toe, left foot with his right hand, tearing apart the skin and bruising the muscle through the (llama wool shoe)?
The Dwarven Child punches The Agent of the MNDH in the neck with her left hand, bruising the fat through the (llama wool cloak)?
The Agent of the MNDH attacks The Dwarven Child but She jumps away?
The Dwarven Child attacks The Agent of the MNDH but He jumps away?
Såkzul Eribomet, Dwarven Child: Those injuries... This does not scare
     me.
The Dwarven Child attacks The Agent of the MNDH but He jumps away!
The Agent of the MNDH punches The Dwarven Child in the right foot with
his right hand, bruising the muscle through the (llama wool shoe)!
The Dwarven Child attacks The Agent of the MNDH but He jumps away!
The Agent of the MNDH attacks The Dwarven Child but She jumps away!
The Dwarven Child punches The Agent of the MNDH in the left upper leg
with her right hand, bruising the muscle through the (llama wool cloak)!
The Agent of the MNDH bites The Dwarven Child in the head, bruising the
s: Search
Spoiler (click to show/hide)
<u>Spoiler</u> (click to show/hide)
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pausele through the (sheep wool hood)? The Duarven Child has been stunned? The Duarven Child punches The Agent of the MNDH in the right lower leg with her right hand, bruising the muscle through the (sheep wool dress)? The Duarven Child breaks the grip of The Agent of the MNDH's upper front teeth on The Duarven Child's head. Sākzul Eribonet. Duarven Child: Help! Save me! The Agent of the MNDH punches The Duarven Child in the upper body with his right hand, bruising the fat through the (pig tail fiber cloak)? Sākzul Eribonet. Duarven Child: Help! Save me! The Duarven Child grabs The Trapper by the upper body with her left hand, bruising the muscle through the (sheep wool hood)? The Duarven Child punches In Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)? The Duarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)? The Duarven Child punches The Trapper in the head with her right hand, bruising the muscle through the (sheep wool hood)? The Duarven Child punches The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)? The Duarven Child grabs The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)? The Duarven Child grabs The Irapper by the fourth finger, left hand on The Trapper's fourth finger, left hand, bruising the muscle through the (sheep wool hood)? The Duarven Child grabs The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)? The Duarven Child grabs The Trapper in the head with her left hand, bruising the muscle through the (sheep wool hood)? The Duarven Ch

have saved Sazir too, if not for...

Spoiler (click to show/hide)

```
The Agent of the MNDH grabs The Potter by the upper front teeth with his right hand?

The Potter slashes The Agent of the MNDH in the upper body with her (+iron short sword+), tearing apart the muscle and tearing apart the liver through the (llama wool cloak)?

An artery has been opened by the attack?

The Agent of the MNDH punches The Potter in the lower body with his right hand, bruising the fat through the (kiwi leather cloak)?

The Agent of the MNDH punches The Potter in the left foot with his right hand, bruising the skin through the (pig tail fiber shoe)?

The Potter stabs The Agent of the MNDH in the right hand with her (+iron short sword+), tearing apart the fat through the (giant gray langur leather right mitten)?

The (+iron short sword+) has lodged firmly in the wound?

The Agent of the MNDH muscles The Potter in the right foot with his right hand, bruising the muscle through the (pig tail fiber shoe)?

The Potter pulls on the embedded (+iron short sword+).

The Agent of the MNDH misses The Potter!

The Potter slashes The Agent of the MNDH in the right lower arm with her (+iron short sword+), tearing apart the fat through the (llama wool cloak)?

The Potter stands up.

The Potter slashes The Agent of the MNDH in the head with her (+iron short sword+) and the severed part sails off in an arc?

'Taupe' Mistemkashez, Agent of the MNDH has been found dead.

Minkot Idosdumat, Potter: Death... I am not upset by this.
```

If not for a potter, one of the recruits under Senshuken. When he arrived, the first thing he saw was this crazy dude trying to strangle a baby with the rage of a thousand dwarves. He jumped on the overseer, stabbed him in the hand with hs sword, twisted, and soon the kid was free. It ran away to hide and stealthed back into the fort's population, all of those who knew of his identity dead or fled. After another blow to the arm, the potter brings her sword backward and aims for the head...

Spoiler (click to show/hide)

Taupe's

Head

Spoiler (click to show/hide)

'Taupe' Mistemkashez, Agent of the MNDH has been found dead.

...Taupe's head is cut clean off, and flies across the main hall, bouncing against the wall with a macabre "plonk". The man takes a long pause, then stares at the minister with an otherwordly look in his eyes...

"I fled... that's when I fled. I left my friends to die there, i... I

-it's fine, you did all you could. your story is invaluable to us. We may be able to save them still."

No we are not. Doomforest is gone. As we speak, they may already be all dead...

Spoiler: OOC Notes: (click to show/hide)

Well, the third week is almost complete, everything is going swimmingly. But just in case, maybe you guys should start thinking about the sequel just sayin.

PS: the game actually crashed after two weeks, which prompted me to redo the second week, but better. The same beast showed up, and there was no stopping it. The save is just so fucked, it's so not even funny it's hilarious. I'm going to see if I can salvage this, but it's not happening. doomforest is fucking boned. I'll try to make it nice and fitting, but no matter how I write it, this is the last turn. there's a flying beast with 7 entry point to the main fort, god knows how many wereantelope waiting to transform, and there was a tantrum spiral before that.

Title: Re: The Cleansing of Doomforests

Post by: **Drokles** on **December 18, 2014, 05:12:27 am**

Holy hell, this thread picked up its pace very quickly all of a sudden.

Quote

I seem to have a mid-summer save, which i assume is because PA couldn't finish? i can either run my turn up to next mid-summer, or do a year and a half to return things to normal. your call,

Make that a year and a half! Hey, you plan to reform this place, right?

Quote

PPS: Drokles, you may also rename this thing to "The reform of Doomforest', if you so please.

Done!

Will make some further changes and updates to the thread in a few hours when I get home from work.

EDIT: Haha, Okay, maybe I should have read your latest update before writing that.

Title: Re: The Reform of Doomforests: The Ministry of Not Dying Horribly Intervenes Post by: Senshuken on December 18, 2014, 06:13:25 am

Our prior overseers should feel proud of themselves. Normally a fortress only falls to one cause, but this... *Claps* You've truly out done yourselves. Three causes of death at the same time? Genius!

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: Taupe on December 18, 2014, 06:27:30 am

Quote

EDIT: Haha, Okay, maybe I should have read your latest update before writing that.

No, this wouldn't have been so hilarious

Spoiler (click to show/hide)

* *

She feels restless after being able to rest and recuperate. She is shaken after suffering a najor injury. She is afraid after experiencing trauma. She is shocked at the unexpected death of somehody, she grieves at somehody's death. She feels statisfied after receiving water. She feels gratitude after being rescued. She is terrified while in conflict. She feels vengeful when joining an existing conflict. Within the last season, she was horrified after seeing logen Ianeswords die.

She is married to Taupe Portallessons. She is the daughter of Uwash Cavetrusses and Risen Worshippedgates. She is a worshipper of Our the Beard of Periwinkles, a worshipper of Onen Focus Sesson am worshipper of Inner Playsi (so is a member of The Hall of Mortality. She is a former member of The Creation of Girders. She is a former member of The Willful Paddle. She arrived at Okhodforthor on the 9th of Malachite in the year 1854.

She is sixty years old, born on the 27th of Monostone in the year 994.

She is sixty years old, born on the 27th of Monostone in the year 994.

She is incredibly muscular. Her very long hair is arranged in double braid. Her note had beyond recognition. Her left foot is mangled beyond recognition. Her left foot is ma

Sazir's head is still shaking as she sits in her bed. resting has made her restless somehow. So has the horrible decapitation of her husband, and her serious beating by a child. *No, a wereantelope...* The situation is dire, and as the widowed wife of a governing officer, it falls upon her to take up the role of Overseer and manager.

Spoiler (click to show/hide)



She will need to keep a close eye on those insaner dwarves, and rotate them around in the fanciest room they have available to raise their morale. She issues a work order for the installation of a new door. Someone got so mad, they litterally tore a golden door to pieces. There goes one fancy object in this room, I guess...



She asks that the body of her late husband be put to rest in the crypt. Would the engraver be so kind to decorate and smooth the place if he has time? Much appreciated. Slowly but surely, people are moving the bodies down there. There has some that are still out of reach, tho... We'll need to engrave memorials to the dwarves in the stairwell, otherwise ghost will be another of our problems... she orders 10 slabs to be carvd, which should make their total 15 once they are complete. Should be enough for now.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Trashing doors is really fucking dope when you are a giant snail. The FB's constant stops to pound various door-shaped objects purchased time which the masons used to lock down the caverns. Praise be the doors. Now all that remains is external invaders... And some inside the fortress as well... She tries not to think about the latter.



Instead, she focuses on securing the fort from sieges. Sazir orders farm-thing-place sealed away from the exterior. All workers are to use the underground tunnels. Then she commands the masons to build a ramp, to later add a second layer of blocks to the farm's wall. We don't want goblins climbing in there, not now...

She spends the rest of the day overseeing the construction of the tower. She's not sure this is a valuable use of their workforce, but keeping some dwarves outside will allow people to not all be together when shit hits the fan. Plus, it seems like they'll need to isolate themselves for a while. Sun-fearing soldiers would be a bane for Doomforest, and having them train outside so they don't forsake sunlight is important. It was also my husband's wish... once it is complete, i will have it host a memorial...

The day has been long, and her body is still hurting from everywhere. She decides to lie down to catch some rest. much deserved rest. today was a harsh day, and there are more to come.

Spoiler (click to show/hide)

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The Dwarven Child places a chokehold on The MNDH agent by interim's throat with The Dwarven Child's right hand!
The Dwarven Child strangles The MNDH agent by interim's throat!
Lady Sazir' Gidthurrith, MNDH agent by interim has been found dead
                               Gidthurrith, MNDH agent by interim has been found dead.
```

But not for her... An instant after she spots the tiny red eyes from across the room, the murderous child is already upon her.

Spoiler: This is like truly a spoiler, read the post first yo. (click to show/hide)

I spent about two hours looking at the fort to choose a protagonist. After much browsing, I discovered that Sazir the trapper was my previous dwarf's wife, so she became the new manager, as MNDH agent by interim. About three days later, she was strangled in her

The good news is, that's one less dwarf turning into a wereantelope next full moon :/

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: **Drokles** on **December 18, 2014, 08:08:32 am**

To think that tragedy would ever befall Doomforests so dramatically.

Quote from: Senshuken on December 18, 2014, 06:13:25 am

Our prior overseers should feel proud of themselves. Normally a fortress only falls to one cause, but this... *Claps* You've truly out done yourselves. Three causes of death at the same time? Genius!

It's like we've carefully engineered this moment over the course of several years.

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: Senshuken on December 18, 2014, 10:27:44 am

Two questions: Firstly, is Senshuken and his lot still alive? My understanding was that they were dead.

Secondly, did we finally manage to get that little transforming shit?

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: Taupe on December 18, 2014, 02:24:32 pm

The fucking kid is not dead, but sending your team on it was my idea. This is moving rather slowly, since i spend most of my time browsing the fort while paused, or facepalming. I just woke up, but this thing kept me awake and pondering until like 7 am.

Begin week 4!

Title: Re: The Violent End of Doomforests - I Bet Nobody S Post by: Iamblichos on December 18, 2014, 03:36:25 pm

This. This right here. This fort is so much win I can't even. PTFW.

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: Taupe on December 18, 2014, 04:25:16 pm

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Spoiler (click to show/hide)
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'Xelius' Onulkon, "'Xelius' Mirrormasters", Train wreck delave
He is blissful after sleeping in a very good bedroom. Within the last season, he was horrified after seeing Avuz Scaleochre die. He was horrified after seeing Vabôk Wheelcudgels die. He was horrified after seeing Adil Steampainted die.
He is the son of Mafol Diamondgilt and Unib Roadglowing. He is a worshipper of Odur the Beard of Periwinkles, a worshipper of Olnen Focuslesson and a worshipper of Innur Playgilds.
He is a citizen of The Town of Stroking. He is a member of The Hall of Mortality. He is a former member of The Lance of Tunnels. He arrived at Okbodfotthor on the 9th of Malachite in the year
                 is eighteen years old, born on the 21st of Malachite in the year 1036.
hair is extremely long. He has high cheekbones. His amethyst eyes have large irises. He is average in size. His ears are somewhat short. His hair is flax. His skin is pink.
                                           on the property of the control of th
snails. He has a great affinity for language, a great ability to focus and a great feel for the surrounding space, but he has poor creativity.

Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, see friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deep respects those that work hard at their labors, respects fair—dealing and fair—play, values cooperation, finds merrymaking and partying worthwhile activities, values martial provess, values leisur time, respects commerce and finds nature somewhat disturbing. He personally sees competition as reasonably important, values family and doesn't particularly value loyalty. He dreams of crafting masterwork someday.
 masterwork someday.

He has an utterly languid pace of easy living, calm and slow. He finds helping others very emotionally revarding. He is very polite and observes appropriate rules of decorum when possible. He can be very happy and optimistic. He has little interest in joking around. He finds obligations confining, and he is conflicted by this since he believes in the importance of the rule of the law. He occasionally overindulges. He is very humble. He is quick to anger. He is somewhat fearful in the face of imminent danger. He is slow to trust others. He doesn't mind a little tumult and discord in day-to-day living. He tends to be swayed by the emotions of others. He isn't particularly curious about the world. He has a greedy streak. He generally finds himself quite hopeful about the future. He is somewhat uncomfortable around those that appear unusual or live differently from himself. He needs alcohol to get through the working day.
A short, sturdy creature fond of drink and industry.
```

Welcome to Doomforest, asshole, where everything is fucking wrong. A month ago, we lost two overseers, and since then, I,ve been sort of taking things in charge. Mostly because i'm one of the few around here with the qualifications to lead. Said qualities revolve mostly around being less batshit crazy than the other folks around.

I'm kind of "fine and deluded about life", which makes me in the top 10 percent in terms of mood here. I guess that makes me the eight

overseer of doomforest? Altho I'm not sure a three weeks term really counts. Or a three days one. After 3 hours in charge without dying, I breathed with relief.

Aright, we have 4 fucking problems here, and that's because goblins haven't showed up too lately.



First, a fucking beast snail monster thingy wandering the caverns. Yeah, we are safe, but we pulled everything into getting the magma forge in place, and now the beast lives around there with all our copper shit. *Ughhhh*. we can hear it trashing doors and murdering every trundle or mudman living there. Place is now soaked with blood and miasma, I s'pose.



Second is locating the fucking kid that seems to be turning into a monster. I spend some time discussing the problem with captain Senshuken, and he too wants to murder the little shit. Problem is, our milicia is really just 5 potters and masons who picked up iron swords a month ago, and they are wearing their chest hair as protection. If they fail to kill the kid quickly, they, ll get bit and transform. Kind of a shame Sazir had to die that way, but it would have not better to see her morph into a monster next month.

Spoiler (click to show/hide)



So Senshuken is not exactly a competent fighter yet, but he has a thing for quick thinking, and he's also a mason by trade. Instead of attacking the asshole directly, he decides to just lock him up and seal the room to this dorm. Not like we lack beds at the moment.

Spoiler (click to show/hide)

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SQUADS/LEADERS
                                                        SQUAD POSITIONS
                                                                                                                                  CANDIDATES
                                                              'Senshuken' Bimumam, Msn Amost Kakdalonul, Suturer Eshtân Ustththth, Bncrvr Såkzul Ekastbim, Stoneworkr Moldath Bomrkmbn, Engrvr Tulon Ginetdegel, Tanner Ral Gebzas, Fisherdwarf Kadôl Tathtatkikrost, Tannr Mldth Thtthlsln, Sg Engn Uvash Ensebbmrk, Fshry Wrkr Minkot Idosdumat, Potter Fikod Eribgamil, Brewer Thîkut Taranddk, Bn Crvr Doren Gebvabok, Miner Dastot Onulagsal, Pressr Thob Dodokamal, Planter Kûbuk Sermorul, Bon Crvr Bomrek Saziraroth, Spinner Iden Alathlerom, Beeker Asob Desisonol, Woodworker
captain of the guard
Marksdwarf 1
Axedwarf 1
 The Kinetic Swans
militia captain
                                                                                                                                 Bomrek Saziraroth, Spinner
Asob Desisonol, Woodworker
Deler Ilromdegel, Wood Brnr
                                                                  Iden Alathlerom, Beekpr
                                                                                                                                                                 f: Ammunition
s: Schedule
p: Positions a: Alerts e: Equip n: Uniforms
                                                                                                                                u: Supplies
ESC: Done
                                                        234689: Move selector
                                                                                                                                      g: Search
```

Once this is done, he turns to me.

"We have 26 idlers. I'm taking the 4 most useless of them, and turning them into a makeshift army. We have no weapons left, but they'll train as wrestlers."

One of them immediately goes insane, and locks himself in his room to die.

"Yeah make it the five most useless, yo!"



needless to say, the third menace to our security is the dwarves living in the fort itself... We have so many rooms, and so little people sane enough to use them, that I decide to tear apart the walls between every two rooms. They'll get two beds, so families can live together, and benefit from some furniture and larger quarters. The idlers can be set to build furnitures to limit the sinking mood of our dwarves. an engraver would do wonder, once he's done with the crypt.

Spoiler (click to show/hide)



Goblins and minotaurs and new werebeasts are not around for now, but who can tell for how long that'll last. Probably not for long, i tell ya. Better grab as much wood and berries as we can. the trade caravan from the mountainhomes came, but turned back the instant it saw the fort, claiming they didnt have access to the site. Is the bridge locked? I have no idea where the lever for it is...

A restless haunt, generally troubling past acquaintances and relatives. This spirit has not been properly memorialized or buried. Spoiler (click to show/hide)

FPS: 100 (49)

A short, sturdy creature fond of drink and industry.

Dwarves living in doomforest are a danger, but not as much as dwarves who died there. Ghosts are starting to appear everywhere, and faster than we can craft slabs and engrave them. A mason working on the tower gets attacked trough the walls, and immediately suffers a nervous breakdown, barfing everywhere before shivering to the ground.

Spoiler (click to show/hide)



One of the ghost is a dead recruit. From atop the tower, we watch it wander the forest. i order a few trees cut down, for wood and visibility both. I can see the ghost clearly now, and I understand what he is doing. He's haunting the place of some random battle, where he no doubt died against the humans or elves or whatever. so many random corpses around, what the fuck happened here?

"Wait, do you see that? points out Senshuken. -I do!"

As the sun pierces trough the trees, something shiny reflects the light near the ghost. They're not just corpses, they are soldier corpses. they have weapon and armor. Metal weapons and armor... Senshuken calls his men to the tower and let them see what we just found out. He smiles...

"Well, this is about to change everything!"

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: PsychoAngel on December 18, 2014, 07:17:13 pm

A very sudden, unexpected turn of events... Guess the first FB was only the calm before the storm, huh? I sure am glad we have soap, though. We might be dead, but at least we'll be clean. Hopefully.

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: Taupe on December 18, 2014, 07:19:10 pm

We spend a good while trying to activate the main gate, to no effect. We settle for the next best thing, which is to use the temporary staircase in the tower. from the second floor, we can go atop the hill, and access the animals, as well as gather the weapons. Before we can even begin to equip our soldiers, however, more trouble happens in the fortress...

I look at the cloudless,night sky, and know what it's all about. It has been 28 days since Sazir and Taupe died.

Spoiler (click to show/hide)
Page 1/6 FPS: 100 (41) 19th L

```
The Wereantelope Fisherman grabs The Tanner by the (giant toad leather right glove) with its left lower arm?
The Wereantelope Fisherman releases the grip of The Wereantelope Fisherman's left lower arm from The Ianner's (giant toad leather right glove).
The Tanner punches The Wereantelope Fisherman in the left hand with his left hand, bruising the muscle?
Tulon Ginetdegel, Tanner: I cannot just stand by. There is no need to feel vengeful.
The Vereantelope Fisherman attacks The Tanner but He jumps away?
The Tanner misses The Wereantelope Fisherman?
The Wereantelope Fisherman grabs The Tanner by the first finger, right hand with its right lower arm?
Tulon Ginetdegel, Tanner: This is my fight too. There is no need to feel vengeful.
The Wereantelope Fisherman throws The Tanner by the first finger, right hand with The Wereantelope Fisherman's right lower arm?
The Wereantelope Fisherman bites The Tanner in the left upper leg, bruising the fat through the (giant cave spider silk cloak)?
The Wereantelope Fisherman releases the grip of The Wereantelope Fisherman misses The Tanner's first finger, right hand. The Tanner's right lower arm from The Tanner's first finger, right hand. The Tanner's right lower arm skids along the ground, bruising the muscle and bruising the liver through the (giant cave spider silk cloak)?
The Tanner slams into an obstacle?
The Tanner gives in to pain.
The Tanner gives in to pain.
The Tanner regains consciousness.
The Tanner regains consciousness.
The Tanner gives in to pain.
The Tanner regains consciousness.
The Tanner gives in to pain.
```

```
Spoiler (click to show/hide)
    Page 1/2
                                                                                                                                                                                                                     19th Limestone, 1054
  →The Ranger punches The Wereantelope Fisherman in the left lower leg with her left hand, bruising the muscle!

The Ranger attacks The Wereantelope Fisherman but It rolls away!

Ast Morultoltot, Ranger: This is a fight! I laugh in the face of
     death!
   death!
The Ranger punches The Wereantelope Fisherman in the right hand with her right hand, bruising the muscle!
The Ranger punches The Wereantelope Fisherman in the left lower leg with her left hand, bruising the muscle!
The Ranger punches The Wereantelope Fisherman in the upper body with her right hand, bruising the fat!
The Ranger punches The Wereantelope Fisherman in the right lower arm with her right hand, bruising the fat!
The Ranger punches The Wereantelope Fisherman in the left hoof with her right hand, but the attack glances away!
The Ranger attacks The Wereantelope Fisherman but It scrambles away!
The Ranger attacks The Wereantelope Fisherman but It rolls away!
The Wereantelope Fisherman attacks The Ranger but She jumps away!
    The Wereantelope Fisherman attacks The Ranger but She jumps away!

The Ranger punches The Wereantelope Fisherman in the left upper arm with her left hand, but the attack glances away!

The Ranger punches The Wereantelope Fisherman in the left hand with her right hand, but the attack glances away!

The Ranger punches The Wereantelope Fisherman in the left lower arm with her right hand, bruising the fat!

The Ranger punches The Wereantelope Fisherman in the left hoof with her left hand, but the attack glances away!

The Ranger punches The Wereantelope Fisherman in the left upper leg with her right hand, bruising the muscle!

The Ranger attacks The Wereantelope Fisherman but It rolls away!

The Wereantelope Fisherman grabs The Ranger by the fourth finger, right
    The Wereantelope Fisherman takes The Ranger down by the fourth finger, right hand with The Wereantelope Fisherman's left lower leg!

The Ranger stands up.

The Wereantelope Fisherman releases the grip of The Wereantelope Fisherman's left lower leg on The Ranger's fourth finger, right hand. The Ranger punches The Wereantelope Fisherman in the upper body with her left hand, bruising the fat!
     The Ranger punches The Wereantelope Fisherman in the left upper arm with her left hand, but the attack glances away!
     The Ranger attacks The Wereantelope Fisherman but It scrambles away!
     The Ranger punches The Wereantelope Fisherman in the lower body with her left hand, bruising the muscle!
                                                                                                                                           Ranger by the right upper arm with
     The Wereantelope Fisherman locks The Ranger's right shoulder with The Wereantelope Fisherman's left lower leg!
     The Ranger gives in to pain.
The Wereantelope Fisherman r
     The Wereantelope Fisherman releases the joint lock of The Wereanteloperanteloper leg on The Ranger's right upper arm. The Wereantelope Fisherman releases the grip of The Wereantelope Fisherman's left lower leg on The Ranger's right upper arm.
                                                                                                                                                                                                                         Wereantelope
The Wereantelope Fisherman releases the grip of The Wereantelope S: Search

Spoiler (click to show/hide)
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Page 2/2

Page 2/2

Pisherman's left lower leg on The Ranger's upper right back teeth.
The Wereantelope Fisherman grabs The Ranger by the (giant leopard leather shoe) with its left lower leg!
The Wereantelope Fisherman releases the grip of The Wereantelope Fisherman's left lower leg on The Ranger's (giant leopard leather shoe).
The Wereantelope Fisherman grabs The Ranger by the fifth toe, left foot with its left lower leg!
The Wereantelope Fisherman bites The Ranger in the head, tearing the muscle through the (alpaca wool hood)!
The Wereantelope Fisherman latches on firmly!
Ral Gebzas, Wereantelope Fisherman has bled to death.
The Ranger regains consciousness.
The Ranger gives in to pain.
```

Ast the ranger is holding off a fisherdwarf, now morphed into a creepy antelope terror. Ast lands a singl punch at the beginning of the fight, and after 10 minutes of wrestling, despite not landing another blow and falling unconscious, his enemy perish. such is the power of the monk deathpalm, which ast has obviously mastered. The werebeast tries to chew on the fallen ranger, then suddenly dies. Tulon the tanner tried to give a hand, but he fell quickly enough.

The Wereantelope Fisherman releases the grip of The Wereantelope Fisherman's left upper leg on The Miner's third finger, left hand. Ber Ifingoden, Miner has been found dead.

Spoiler (click to show/hide)

→Ingish Dallithreg, Dwarven Child has been found dead.

Spoiler (click to show/hide)

She is annoyed after suffering a minor injury. Within the last season, she was afraid after experiencing trauma. She didn't feel anything while in conflict. She was horrified after seeing Ber Hardyropes die. She felt satisfied at work. She was horrified after seeing Lokum Ragpassage die. She felt pleasure near a fine Door. She was hlissful after sleeping in a very good bedroom. She was blissful dining in a very good dining room. She was horrified after seeing a goblin die. She didn't feel anything after seeing a sow die. She was horrified after seeing a goblin die. She was horrified after seeing a goblin die. She was horrified after seeing Ebb was horrified after seeing Likot Slinglull die. She was horrified after seeing after seeing Ebb was horrified after seeing arried to Nil Machinepulley and has two children: Dîshmab Minefaint and Sâkzul Bridgedclutches. She is the daughter of Adil Hailedplank and Nil Cityclobbered. She is a worshipper of Beard of Periwinkles, a worshipper of Olnen Focuslesson and a casual worshipper of Tunur Playgilds. citizen of The Town of Stroking. She is a member of The Hall of Mortality. She is a former member of The Elder Channels. She arrived at Okbodfotthor on the 9th of Malachite in the is fifty-seven years old, born on the 20th of Obsidian in the year 997. has very good intuition, but the has a strict the color cases and quart, made and postant, and postant of the strict of t A short, sturdy creature fond of drink and industry.

Spoiler (click to show/hide)

"I've been wounded. It's annoying."

He is annoyed after suffering a minor injury. He feels satisfied after receiving water. Within the last season, he was herrified after seeing Ber Hardyropes die. He was interested near a fine Punnace. He was interes die.

He is the son of Tosid Coalwilted and Zefon Mountainsiege. He is a casual worshipper of Odur the Beard of Periwinkles, a worshipper of Olnen Focuslesson and a worshipper of Tunur Playgilds.

He is a citizen of The Town of Stroking. He is a member of The Hall of Mortality. He is a former member of The Fondled Arena. He arrived at Okbodfotthor on the 2nd of Slate in the year 1054.

His right lover arm is panyled beyond recognition.

His right lover arm is panyled beyond recognition.

He has incredible muscles stretched over a broad body. His lips are very thick. His sideburns are clean-shaven. His somewhat short ears are slightly flattened. His hair is flax. His skin is pink. His eyes are heliotrope. Like others in his culture, he holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial provess, values listure time, respects commerce and finds nature somewhat disturbing. He personally values artwork, sees competition as wasteful and silly, values sacrifice and finds maintaining decorum a silly, fumbling waste of time. He dreams of mastering a skill.

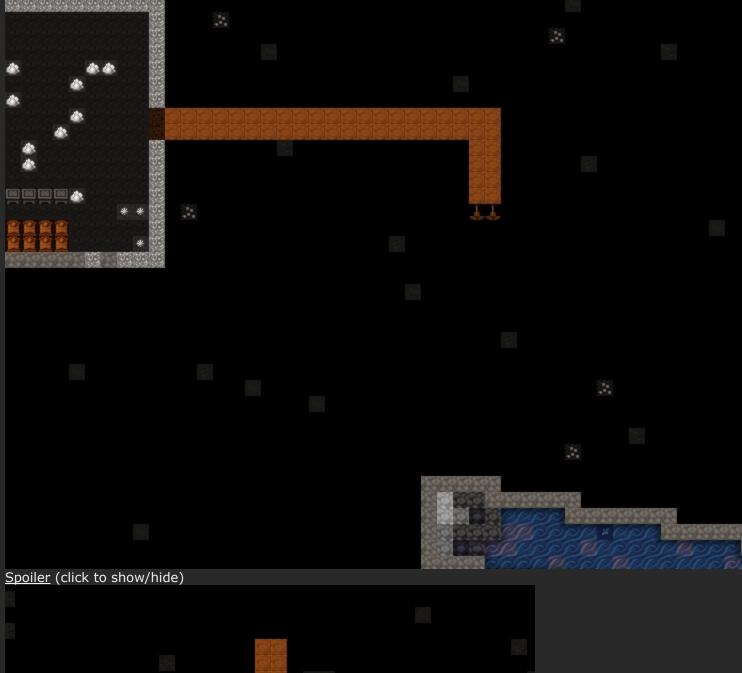
He doesn't generally think before acting. He desires little for himself in the way of possessions. He can be very single-nided. He is very comfortable around others that are different from himself. He tends to be a little tight with resources when working on projects. He tends to ask others for help with difficult decisions. He is curious and eager to learn. He has little interest in joking around. He has a calm demeanor. He is not particularly interested in what others think of him. He has a sense of duty. He tends to be passive in discussions. He likes a little excitement now and then. He often feeds envious of others. He bites his nails when he gets bored. His voice trails off when he is thinking about something. He cracks his knuckles when he's angry. He needs alcohol to get through the working day. A short, sturdy creature fond of drink and industry.

Aftermath of the battle: 2 dead civilian, one dead wereantelope fisherdwarf, and two unconscious survivors, bleeding heavily. What. The actual fuck. Happened here. Well, that's one werebeast discovered and slain, but it's hardly a relief, as it killed 2, and soon, Tulon and Ast are going to morph as well. The next full moon is on the 11th of sandstone. better get moving.

Spoiler (click to show/hide)



Senshuken knows what's up, and he approaches the semi-conscious survivors. "Congratulation, you have proven your worth in a fight! I'm drafting you as our new elite squad of soldiers!'' They can still be used for some manual labor, but in two weeks or so, they will be "asked" to check on the goblin caged in the shooting range, where they will be accidentally sealed off until they die horribly. that's what happen when the MNDH representant gets decapitated. Senshuken is a clever man, unafraid to sacrifice a few to save many, and that's what we need if we want Doomforest to endure.



Werebeasts are not our only concern. We're going to lose a lot more dwarves to tantrum fights if we don't secure some water. sadly, our only well is down the forges, and it's currently being used as Snustrok the snail's personal shithole. There seems to be a convoluted way to activate a bridge across the river to go outside and get water from the river, but im not sure relying on hidden machinery and going outside is a great, sustained way of aquiring water. Instead we'll dig a tunnel followed by like 4 layers of channels, that we'll connect underneath the waterfall. Even if the tunnel fills due to pressure, it wont go all the way thanks to the river flowing, and we can either set a bath or a well area there, connected to what i assume is an hospital or dormitory maybe?

<u>Spoiler</u> (click to show/hide)

Speaking of Snustrok shitting, we can hear her down below, systematically devouring the corpses of the dwarves that laid there a few weeks ago. Creepy.

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Spoiler (click to show/hide)
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FPS: 100 (49) +basalt memorial to Sarvesh Sheshekobok+

This is a finely-crafted basalt memorial to Sarvesh Sheshekobok.

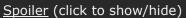
The slab reads "In memory of Sarvesh Sheshekobok / Born 1053 / Struck down by the troll Ozud Budhated with a llama wool cloak in Smoxututu, "The Savage Onslaught" in the year 1053 / At one with electrum".
```

I'm pretty new here, since I basically arrived with Taupe and his wife on the last migrant wave. there's a lot of fucked up things I discover daily, and a troll murdering someone with a fucking hood is today's little tiny murder miracle. On the bright side, two of the ghosts have been put to rest. I look at the calendar: 14 days left until the next full moon. We'll have a lot more corpses on our hand if we don't murder those two werebeasts soon.

I go and talk to Senshuken, saying it is time. He has a better idea, he says.



"First, i told them they were to help repair the stairwell barricade. So I made them masons, (as I'm also the self-proclaimed lead mason of Doomforest), so they can remove the existing blocks and "place a new, better one" on top of the hole."





"Next, continues Senshuken, I told the masons to add a drawbridge, a door, and some blocks to make room for another sealing block."

The rest of the captain's plan is fairly straightfoward, and quite in line with his previous ideas to retrieve our copper equipment. Instead of just letting the werebeasts die of thirst, why not seal them in the caverns? As masons, they can remove the blockade to the stairwell a few days before the full moon, after they have been mobilised and locked there by the door+new blocks. Some food and drink was put there, just in case we need to leave them there for a while. when they turn, they'll immediately go fight the Snail, and either kill it or die trying. either case, we are rid of one enemy.

The future werebeasts are probably on to our little gig, tho, as even tho we station them near the staircase, they choose to settle in the dinning hall, and refuse to move from there. Is the door locked, or the bridge off? nope, after much testing, it's clear they just refuse to follow orders. Obviously, Senshuken's way of dealing with the previous werebeast has made them wary. We wait, nothing. Fuck.



It's now the ninth of sandstone, and the full moon is in 36 hours. We have no more time to wait. I start to secretly tell everyone in the dinning hall that they must leave, unconspicuously. as the last civilian leaves the hall, the doors are locked.



Senshuken and is masons get to work, and seal the room before the soon-to be werebeast can tear apart the doors.

<u>Spoiler</u> (click to show/hide)

the Siege Engineer Moldath Thatthiloslan is fighting!
the Bone Carver Thîkut Tarandeduk is fighting!

In the background, two more dwarves were fighting, and one of them kills the other. This has become standart practice. I pay no mind to it, nor do I even bother which one died. all I know is we are a dwarf short once more. my attention is elsewhere.

```
The Wereantelope Crossbowman releases the grip of The Wereantelope Crossbowman's right upper arm on The militia captain's fourth finger,
 The militia captain punches The Wereantelope Crossbowman in the left upper arm with his left hand, bruising the muscle!
 The Wereantelope Crossbowman latches on firmly!
The militia captain punches The Wereantelope Crossbowman in the right hand with his left hand, bruising the muscle!
 The militia captain loses hold of the (giant toad leather shoe).

The militia captain loses hold of the (giant cave spider silk sock).
 The right foot is ripped away and remains in The Wereantelope
Crossbowman's grip!
                                                         grabs The militia captain by the lower body
The Wereantelope Crossbowman releases the grip of The Wereantelope Crossbowman's right hand on The militia captain's lower body. The militia captain punches The Wereantelope Crossbowman in the upper body with his left hand, bruising the fat!

The Wereantelope Crossbowman grabs The militia captain by the (giant cave
The Wereantelope Crossbowman latches on firmly!
The militia captain punches The Wereantelope Crossbowman in the left lower leg with his left hand, bruising the muscle!
Tulon Ginetdegel, militia captain: I've been injured badly. I will not lose have
                                   Crossbowman shakes The militia captain around by the rt the head's muscle! head has been grened by the
 not lose hope.
 The militia captain punches The Wereantelope Crossbowman in the right upper leg with his left hand, bruising the fat!
                                                                             y the attack!
         militia captain gives in to pain.
                                                                                militia captain around by the
                                                                                  the attack!
ilitia captain around by the
                                                                                    he attack!
litia captain around by the
                                                                                    litia captain around by the
 The Wereantelope Crossbowman latches on firmly!
Spoiler (click to show/hide)
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Fine Wereantelope Crossbowman shakes The militia captain around by the head, tearing apart the head's muscle?
An artery in the head has been opened by the attack?
The Wereantelope Crossbowman releases the grip of The Wereantelope Crossbowman's left upper arm on The militia captain's (giant cave spider silk cap).
The Wereantelope Crossbowman grabs The militia captain by the lower left back teeth with its right hand?
The Wereantelope Crossbowman releases the grip of The Wereantelope Crossbowman's right hand on The militia captain's lower left back teeth. The Wereantelope Crossbowman grabs The militia captain by the fifth toe, left foot with its left lower arm?
The Wereantelope Crossbowman releases the grip of The Wereantelope Crossbowman's left lower arm on The militia captain's fifth toe, left foot.
The Wereantelope Crossbowman grabs The militia captain by the second finger, right hand with its right lower arm?
The Wereantelope Crossbowman bites The militia captain in the head, tearing apart the muscle through the (pig tail fiber hood)?
An artery has been opened by the attack?
The Wereantelope Crossbowman latches on firmly?
The Wereantelope Crossbowman shakes The militia captain around by the head, tearing apart the head's muscle?
An artery in the head has been opened by the attack?
The Wereantelope Crossbowman shakes The militia captain around by the head, tearing apart the head's muscle?
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An artery in the head has been opened by the attack?
The Wereantelope Crossbowman shakes The militia captain around by the head, tearing apart the h
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<u>Spoiler</u> (click to show/hide)



Behind the now sealed dinning hall, I hear a blood-freezing howl, and screams. Oh god, such terrible screams. noises of battle, then silence. Then faintly, we can hear the now monstruous Ast using the hall just the way it was intended for: meals. It seems she was infected and turned. Poor Tulon did not have this chance.



Ast is horrified by what she has done. she now knows the truth, and understands why we meant to sacrifice her. She agrees to venture in the caverns on the next moon. Doomforest happilly tear apart it,s walls and welcome her for another month.

"Well, that was a failure, I declare.

-Well, replies the captain, there is always next month. And if that fails... did you know we actually have a lot of caged prisoners?"

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: Senshuken on December 18, 2014, 08:29:09 pm

You know, despite the name I see this as less 'The End' of Doomforests. Oh, it's clearly one of our darkest hours no question (Considering that Doomforests's history is *full* of dark moments, this is impressive) but we seem to be holding the line and slowly getting our shit together. There is going to be a lot more deaths before we get there but from the looks of it there is a distant light at the end of the tunnel.

Title: Re: The Violent End of Doomforests - I Bet Nobody Saw it Coming Post by: Drokles on December 18, 2014, 09:21:51 pm

Yea, I've been wondering what a more appropriate title may be. Stay tuned!

Ouote

there's a lot of fucked up things I discover daily, and a troll murdering someone with a fucking hood is today's little tiny murder miracle.

I wonder what would come up if we took the oldest member of the Hall of Mortality and let him make engravings non-stop.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: maxcat61 on December 18, 2014, 09:47:06 pm

Please inform me if my understanding is incorrect:

You are going to seal the were-dwarves in with the gobo's, and are going to try and (turn as many of them into were-beasts)/(kill them all). Afterwards, you are going to send them to kill the snail via bridges in were form.

To sum it up, are you going to kill the snail and the gobo's with weaponized were-dwarves?

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Drokles on December 18, 2014, 09:47:53 pm

Quote from: maxcat61 on December 18, 2014, 09:47:06 pm

Please inform me if my understanding is incorrect:

You are going to seal the were-dwarves in with the gobo's, and are going to try and (turn as many of them into were-beasts)/(kill them all). Afterwards, you are going to send them to kill the snail via bridges in were form.

To sum it up, are you going to kill the snail and the gobo's with weaponized were-dwarves?

Looking forward to taking over yet?

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Taupe on December 18, 2014, 09:58:40 pm

Indeed, the fort may yet not be totally doomed. We are not all dead yet, and there may be ways to salvage this.

Keep in mind, tho, that the situation i was handled is really fucked up, and growing exponentially worse as time progresses. Also, it's been, hum... 6 weeks till I took over. It's going to be one hell of a turn.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: maxcat61 on December 18, 2014, 09:59:37 pm

Quote

Looking forward to taking over yet?

Nah, I am just wondering why I never thought of dealing with prisoners in a such a utilitarian way. I always preferred a nice, bloody Temple to Armok (with *menacing spikes*) to deal with prisoners.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Taupe on December 18, 2014, 10:07:05 pm

Meanwhile, the goblins are about to try their very own game of Grimrock.

https://www.youtube.com/watch?v=uo-CIFsFfJc (https://www.youtube.com/watch?v=uo-CIFsFfJc)

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: PsychoAngel on December 18, 2014, 10:18:14 pm

Damn, Grimrock was great. Still need to finish it, thanks for reminding me.

Still, no-one saw this turn of events coming, right?

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Taupe on December 18, 2014, 10:27:11 pm

You. When i took over, i had 2 days old reports about our mayor fisticcuffing a forgotten beast. Care to enlighten us? it seems that you forgot to share some important, non-soap-related details about the last days of your rule.

EDIT: Oh what he actual what the what now? something just happened, it makes NO SENCE. Stay tuned. it like an M. Night shyamalan movie twist right here.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Drokles on December 18, 2014, 11:41:23 pm

Quote from: Taupe on December 18, 2014, 10:27:11 pm

You. When i took over, i had 2 days old reports about our mayor fisticcuffing a forgotten beast. Care to enlighten us? it seems that you forgot to share some important, non-soap-related details about the last days of your rule.

Hey, I thought something fishy was going on besides the soap. The truth comes out!

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Taupe on December 19, 2014, 01:24:02 am



Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Senshuken on December 19, 2014, 01:55:31 am

You've got us on the edge of our seats Taupe.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Taupe on December 19, 2014, 02:56:00 am

Spoiler (click to show/hide)

The fortress attracted no migrants this season.

Here's a shocker. How surprising. I guess our marketing department hasn't been doing it's job.



The crundle cages are set up... but someone decided to destroy the lever controllign them, as well as the bridge.



As soon as the lever is repaired, someone destroys the door. People are trying to subtly tell me that they hate Drazoth the baron, and wish they too had cool rooms. Unsurprisingly, we haven't seen the baron in a while, I assume he must have been murdered sooner or later during the random battles between angry dwarves.

The vandalism has delayed our crundle assault on the Snail Demon. Time is ticking faster than I wished, and it is time to lock down Ast. This time, she doesn't hide.

Farewell, friend...

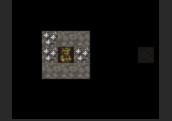
Spoiler (click to show/hide)



The time has come... In a few days, the blood moon will rise, and she will turn...

The way behind her is now sealed. Ast will venture in the caverns, and et her curse consume her, and the monsters below, rather than her friends.

Spoiler (click to show/hide)



Ast ventures even deeper...



No sign of her foe

She reaches the lowest level of the cave.

The air is warm, filled with brimstone and ash.

The forge, she must be close to the magma pool...

The beast is nowhere to be found, Is this a trick? She looks around, searches and explore. Snustrok is missing.

She hears strange noises in the forge...

Yes, that's where it must be hiding...

Deeper, always deeper...

The air is so hot, so dry... her throat hurts...

She must drink. A taste for blood.

No! Water will do!

So far from the moon, would she turn regardless? Her blood boils, and screams for a drink.

The well! She remembers why the shaft was dug... She reaches the bottom... pushes the door.



Olin Usenerith, Mason
"Olin Helplabored"
Militia Commander, &

Training Session
Dabbling Swordsdwarf
Dabbling Armor User
Skilled Discipline
Competent Observer (Rusty)
Novice Fighter
Dabbling Wrestler
Dabbling Striker
Dabbling Striker
Dabbling Dodger
Accomplished Mason
Dabbling Grower

c: Combat b: Labor m: Misc

-Hey, what's up? says Olin, mason and millitary commander. Wanna help me wash my clothes?

What.

The.

Fuck.

* * *

The tunnel is always ready! soon we will have access to water again! I has been months since we could tend the wounded or wash our clothes, but soon, after only one striking of the earth, everything will be fixed. Water await, and we only need to pierce the waterfall's wall. It will be a dangerous task. I order the most insane dwarf to be designated as miner, everyone else will stay back. If the current is too strong, it will knock the miner out and drown him. that's why I'm sending the most insane of us. no point in getting rid of an almost neutral dwarf at this point...

We all look down from atop the channeled access point. The miners raises his pick, and water start to poor immediately...

Spoiler (click to show/hide)



...Annnnnnnnd immediately stops. Looks like the water froze instantly after the first pick strike, letting exactly one urist of water inside the shaft. Well that's anticlimatic.

"I froze the water with my *mind*!" screams the miner, celebrating.

* * *

This makes no sence.

No.

Why is she here?

The commander should be dead. *Must* be dead.

She is shocked, stunned. Her brain refuses to work.

The commander speaks again,

Breaks the silence, as she did logic

"So, are you gonna help me wash the cloths? Or we could spare, if you prefer. I like sparing.

- -How did you... how did you survive here?
- -Oh, it's a fine place, really. I'm taking care of the laundry, and the others are getting some food.
- -The others?



Date:1054/08/05

Sodel Akrulmeng, Fisherdwarf
"Sodel Tinlashes"

Fish
Adequate Discipline (Rusty)
Skilled Observer (Rusty)
Novice Fish Dissector (Rusty)
Novice Fish Cleaner (Rusty)
Dabbling Grower
Competent Fisherdwarf
Adequate Wound Dresser (Rusty)
Adequate Bone Doctor (Rusty)
Dabbling Persuader
Dabbling Negotiator

c: Combat b: Labor m: Misc

-Yes, Sodel is nearby, fishing.

Spoiler (click to show/hide)

Bomrek Kuletlilar, Animal Trainer
"Bomrek Abbeypattern"

No Job
Dabbling Armor User
Dabbling Discipline
Dabbling Observer
Dabbling Fighter
Dabbling Wrestler
Dabbling Striker
Dabbling Striker
Dabbling Trainer (Rusty)

c: Combat b: Labor m: Misc

"...And Bomrek must be hunting some frogs or something. yum, I can't wait."



"Once they got enough food, they like to just explore the caverns with the engravers Atir and Lid, such jovial fellows!"

Oblivious. She is obviouslous This place should be empty Must be empty. Why are they here?

It matters not. There is no time No time

Sound of magma, Sound of water, Flowing like blood She thirsts, hunger.

She thirsts, hungers,
She came to die, not to feed.
How did they all...?
Must not...
Cannot...
Think about them
About food...

She rushes to the forge, Grabs some rocks, Hastily she locks herself in, It's almost time Must... finish... Wall... So close, so close

Spoiler (click to show/hide)



Baron Drazoth enters the room, cancelling the task.

"Hey, since you're there, does that mean we can go back upstairs?"



Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Senshuken on December 19, 2014, 03:07:18 am

What?

No seriously, WHAT?!

You know what, frak them. They've been free booting down there while we were busy dealing with everything up top so they can all just freaking die the useless bastards.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Taupe on December 19, 2014, 03:16:34 am

Quote

I wonder what would come up if we took the oldest member of the Hall of Mortality and let him make engravings non-stop.

Well, so I decided to double check with your very first post, Drokles, and...

Ouote

Now can you guess who was hiding away in the workshop while this was happening? Atir faffing Idsanad, that's who. He finally finished whatever he was working on and became a legendary engraver in the process. Just in time to mop up the remains of his friends.

Ouote

"Once they got enough food, they like to just explore the caverns with the engravers Atir and Lid, such jovial fellows!"

There, you have it. Mystery solved. There's your oldest living engraver in the Hall of Mortality.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Drazoth on December 19, 2014, 12:27:58 pm

Quote from: Taupe on December 19, 2014, 02:56:00 am



I'm pretty sure that despite my imminent death, I'm still the longest living overseer of Doomforests! Something which I will be forever proud of. I just hope that you have another weaponsmith to replace me with.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: mate888 on December 19, 2014, 01:08:13 pm

Quote from: Drazoth on December 19, 2014, 12:27:58 pm

```
Spoiler (click to show/hide)

Baron Drazoth enters the room, cancelling the task.

"Hey, since you're there, does that mean we can go back upstairs?"

Spoiler (click to show/hide)

"...Oh."
```

I'm pretty sure that despite my imminent death, I'm still the longest living overseer of Doomforests! Something which I will be forever proud of. I just hope that you have another weaponsmith to replace me with.

You know, fluffywamblers and caveswallow men taught us that nothing is impossible in DF, so maybe you can kill it with a sock or something.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: PsychoAngel on December 19, 2014, 10:19:20 pm

Quote from: Taupe on December 18, 2014, 10:27:11 pm

You. When i took over, i had 2 days old reports about our mayor fisticcuffing a forgotten beast. Care to enlighten us? it seems that you forgot to share some important, non-soap-related details about the last days of your rule.

Fisticuffs with a beast? I suppose my dwarf might have participated in that fight, but I don't remember. Several, and I mean several dwarves wanted that beastie dead, so it would've been hard to tell if I was in on it from the overseer's perspective.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Taupe on December 20, 2014, 01:36:12 am

When Darzoth opened the door, I was shocked. Confused. Speechless. The whole thing with the mysterious cavern dwellers lasted at most 20 seconds, after which I paused, took screenshots, and closed the game. This was so anticlimatic, I had to stop. As I tried to process what was happening, I spent a good fifteen minutes in my chair, giggling and shaking uncontrollably. (I was tired and full of caffeine). I'll

be fair, this is easily in the top one of the things I experienced in a videogame. Each question I could think of only created more questions. so my brain just stopped, and i spent my time there, laughing maniacally. Because this was so absurd.

Then i made a little comic, to set the mood, raise the stakes, and get your hopes up. just so you could experience a fraction of the mindfuckery I just went trough. But this wasn't the end. The tale only gets weirder from here on.

Dwarf fortress is a complex game, full of possibilities. It's programming is so advanced, that yesterday, while playing, it finally achieved the Singularity. But not the one you think of, oh sci-fi fans reading this. No, this is a special kind of singularity, where the game becomes aware of what it creates, realizes how fucking dumb it is, and stares at it with confusion and perplexity. Just as I had,

Hours pass, and I'm ready to watch everyone die horribly. I unpause, and prepare for a massacre... And yet... It seems I'm not the only one to be shocked. Ast is a werebeast, hungering for blood, and right in front of her is the baron, and behind him 7 other unarmed juicy preys. A normal wereantelope (Oh wow i can't believe this juxtaposition of words exists) would immediately pounce at them and tear them apart. That's what happened with the previous transformations. But Ast is not doing that. She's staring at the unfinished wall, and the baron that just barged in casually, and she cannot process what is happening.

That's right, Ast is so mind-blown, that her confusion overwhelms her murderous, cursed instincts, and so she just stares at Darzoth, who slowly back the fuck away. i click her. Her primary motivation now is "Building wall", which is weird for a weebeast because enemies usually don't have a general screen with their skills and current job. The situation is indeed so stupid that the game refuses to ackowledge what's going on, and so WereAst just observes her unfinished barricade, unable to comprehend how its construction was ever suspended in the first place. A day pass, then two. Ast turns back into a dwarf. The cavern folks return to the forge, and find her naked, still staring at the wall. I click the wall, and cancel it. ast finally picks up her clothes.

Spoiler (click to show/hide)

```
The Recruit stabs The Kobold Thief in the right upper leg with his *iron →short sword*, tearing apart the muscle through the ⟨⟨small cave spider silk tunic⟩⟩!
silk tunic)?
An artery has been opened by the attack!
The Recruit slashes The Kobold Thief in the left upper arm with his *iron short sword*, tearing apart the muscle!
A sensory nerve has been severed!
The Recruit slashes The Kobold Thief in the left hand with his *iron short sword* and the injured part is cloven asunder!
An artery has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!
A ligament in the left wrist has been torn and a tendon has been torn!
The *iron short sword* has lodged firmly in the wound!
The Recruit pulls on the embedded *iron short sword*.
The Recruit stabs The Kobold Thief in the head with his *iron short sword* and the injured part is cloven asunder!
An artery has been opened by the attack!
A tendon in the skull has been torn!
Moldath Thatthiloslan, Siege Engineer: I must withdraw!
Moldath Thatthiloslan, Siege Engineer: Death... I am not upset by this.
   Moldath Thatthiloslan, Siege Engineer: I must withdraw!
```

Senshuken's men have finally been able to go outside. We still don't know which lever activates the main gate, so people are using the second floor of the militia tower to access the outside and gather weapons. Armed with swords and possibly something resembling armor, they catch and murder their first thief.

The first floor of the tower is turned into an armory, with weapon and armor stockpile. People simply refuse to remove the trees on the second layer, but it will eventually become a dinning hall with some food and drink stockpiles.

Spoiler (click to show/hide)

```
The Kobold Thief attacks The Giant Dingo but She jumps away!
The Kobold Thief misses The Giant Dingo!
The Kobold Thief slashes The Giant Dingo in the upper body with her

*(<large iron dagger), tearing the muscle!
The Potter slashes The Giant Dingo in the left front paw with her (+iron short sword+), tearing apart the fat!
The Potter misses The Giant Dingo!
The Potter stabs The Giant Dingo in the left front paw with her (+iron short sword+), fracturing the bone!
An artery has been opened by the attack, a ligament has been torn and a tendon has been torn!
The Giant Dingo gives in to pain.
                                                                                                            in to pain.
  The Potter slashes The Giant Dingo in the head with her (+iron short sword+) and the severed part sails off in an arc!
```

While gathering more weapons, the rookies enter a three way battle between kobolds and giant dingos. Senshuken's training is finally paying off, Doomforest now has something resembling a milicia now!

People are still dying left and right, there's ghosts everywhere, and the population is competing to see who can murder their neighbor or destroy the baron's suite the fastest, but such trivial entertainments have become the norm in Doomforest. Casual manslaughter kind of grows on you.

It's unclear why most of the senior members of the fort decided to sneak past the barricade and dodge a forgotten beast for three months to live here. none of them seems sane enough to really explain. They have no weapons, no booze, no tools, no ressources, no food, no beds, and no form of organisation whatsoever. They are living on the dusty ground inbetween three gigantic magma pools, where they are stalked by crundles and a forgotten beast. Yet somehow, despite all this, they seem to have a happier life than the proper residents of the fortress. what a great fort doomforest is, guys.

Ast seems to be the first dwarf around here to suggest that people actually "do" things, rather than walk in the caverns and avoid crundle attacks as best they can, while playing hide and seek with Snustrok. speaking of which, where is the flying gigasnail? Oh. apparently it was living here for a while, but now it's somewhere else. That sounds like stellar organisation right there. Thank Armok the head of the milicia as well as the baron managed to combine their efforts to create such a great society.

Well, things are going to change. Ast decides that living on the ground and being aimless until a monster murders them is kind of a bad plan, so it's time they turn this place into something non-terrible. Here's a round-up of Astville's population:

- *Ast: sole member of the Super Happy Team squad. Ranger by day, monstruous werebeast by night, and mason on the side.
- *Darzoth: Baron and ex-overseer, and a decent weaponsmith. His new duties include architecture.
- *Nil: Carpenter, and now designated woodcutter as well. we don't have an axe.
- *Atir: One of the oldest resident of Doomforest, now a legendary engraver. As per Drokles' dying wish, he is to engrave nonstop to immortalize the story of the halls of mortality.
- *Olin: Military commander, has no equipment, really good at sparing alone and not improving. Designated clotheswasheress. "marksdwarf 1" is very dumb, squad renamed to the Wishy-Washy Banjos.
- *Bomrek: animal trainer. Olin's new training partner, candidate for the mining duties. We don't have a pick tho.
- *Sodel: Fisherdwarf, main purveyor of food.
- stFikod: Farmer, relegated to haling random crap lying around in the caverns. 'Cause we have no farms.
- *Azob: Woodworker: currently punching critters for food. Also an herbalist now.

So that's nine dwarves in total, with various skills, all of which are actually pointless because we have no tools, or ressources, beside 10 pieces of copper armor, and a single chunk of alumite. Oh, and very clean rags.

Ast spends a few days trying to designate a new base to be dug. she learns we have no pick. Maybe someone can chop down trees instead? she learns they have no axe either. Darzoth is mandating new battle axes, but there is no way to implement that, because they have no forge. Wait, do we... YES! We have an iron anvil lying somewhere in the caverns because... reasons. Fikod the hauler goes and fetch it. Ast builds a smelter, and starts to turn their masterwork quality copper armor into copper nuggets, which she combines into bars.

Yes, that's a really umb thing to do, but going back up would probably attract Snustrok. the beast is probably lurking on a superior level of the caverns, and it could walk in at any moment. for that reason, Astville must be sealed from the upside world. Sadly, they have nothing to build a wall with. even if they did, the access to this level is trough a long staircase hanging in the air, dug in a stone pillar. snustrok flies, to sealing the bottom wouldn't work, and they have no workable space to put a wall on the ceiling's level. They need materials for the wall and ramps both, and a pickaxe to reach the right spot. This will be fucking tricky.

Ast is smelting some stuff while the rest are gathering food. Everything is going well, until everyone realizes that the next full moon is really, really soon. All this faffing about and organising the citizens of Astville took more time than anyone realised. here's n interesting fact about the stocks down here: 1 (one) alumite chunk, currently used to build a smelter. There is nothing to seal Ast alone, and no time to dismantle the smelter *Fuuuuuck*. That's when i realize how smart and crucial PsychoAngel's rule had been for us all along: We have one bar of soap near the well. I'm not sure how big Psychoangel had his soap bars made, but apparently it's possible to build a wall out of it. Yup. We are locking a crazy werewolf away behind a giant bar of soap. In a volcano, desperate times, man.

The blood moons come and goes, and ast rages and claws at her soapy confine. In a violation of all reason and logic, the barricade holds. Astville endures for another month.

Yes

You read that right.

A single bar of soap saved the fortress.

* * *

Spoiler (click to show/hide)

PsychoAngel' Adagiton, Le Grand Soaper has been possessed!

PsychoAngel is chatting with some friends in the dinning hall, when suddenly, he stops. He's looking strangely at everyone now, and it's kinda creepy.

- "Mortals! he says with a booming voice. I have chosen this noble dwarf as my vessel!
- -Who... who are you? asks a brewer, hesitantly.
- -I am.... THE GOD OF SOAP! I may not be the most notable deity, but i reward those who serve me justly. You lot may not fully understand it, but on this day, the one you call PsychoAngel greatly promoted the cause of soap. To reward his devotion and fervor, I will now use my divine glory to bestow upon him an artifact of immense value!

Le Grand Soaper stands up, then walks to the stockpiles, gathering stone, leather, and bones. With a eerie glow in his eyes, he begins a mysterious construction. Soon, the work is complete, and PsychoAngel awakens in the craftdwarf's workshop, surrounded by many bystander, with only the faintest understanding of what just transpired. In his hands lies the result of his god-induced labor...

Spoiler (click to show/hide)

This is a basalt mug. All craftsdwarfship is of the highest quality. It is encrusted with oval basalt cabochons, decorated with alpaca wool and encircled with bands of nautilus leather. This object is adorned with hanging rings of groundhog bone and menaces with spikes of sheep wool. On the item is an image of two plum trees in basalt. On the item is an image of oval cut gems in basalt.

On the item is an image of Nocam Habithushes the human and Nawara Fatedburies the Dead of Dusk the night troll in grizzly bear leather. Nawara Fatedburies the Dead of Dusk is striking down Nocam Habithushes. The artwork relates to the killing of the human Nocam Habithushes by the night troll Nawara Fatedburies the Dead of Dusk in The Rapid Hill in 831.

On the item is an image of a forgotten beast in turquoise.

Ebbuskebon, "Triteodor", a basalt mug

"So... i got taken over by a being of divine power, and all i got was this lousy mug.

-Well, he DID mention he was a minor deity.

* * *

Copper bars have been created. The magma smelter is dismantled, and the single block of alumite is used to erect a forge instead. construction of an axe begins. The woodworker begin their work, and cut down some bloodthorn trees.

Astville kicks into high gear. The wood is stored inside the random room to the north, and used to build workshops of all kind. food is troed there, then transfered in a few barrels.

"We will need beds as well, declares the baron. and a pickaxe. Let's revert the forge to a smelter and turn the rest of the armor into copper bars!"

It's a race against time, but for now, Astville thrives. They have no luxury yet, but basic industries are starting to emerge. At least, they have enough room cleared out to store and build as they see fit. the month passes by, and Ast spends another night locked in the well room. despite everything, life down here is simple, and somewhat safe. they are slowly building everything they need out of bamboo and mushrooms. They are living wacky minor hijinks. It's basically Gilligan Island, except instead of almost getting rescued at the end of each episode, they almost get devoured by a wereantelope. A strange, yet stable existence, for the time being.

Meanwhile on the surface, just as the dwarves finally manage to open the front gate...

<u>Spoiler</u> (click to show/hide)

Minotaur Juwog Xakedala Gustartuk has come! A giant humanoid monster with the head of a bull.

Press Enter to close window=



Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Senshuken on December 20, 2014, 02:44:45 am

It's kind of sad that its generally safer and easier to create a second settlement in the monster infested caverns under Doomforest itself then to life in Doomforests proper.

At least now when Doomforests gets over its murder spirals, the surviving sane dwarfs will have somewhere to retreat to in order to recover. In the unlikely event that Doomforests can actually get its shit together, we can expand and absorb Astville back into the fold.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: maxcat61 on December 20, 2014, 09:44:53 am

To think that all of this started for want of some water. I try to avoid the caverns, because !!fun!! things always comes from them. After a fire breathing lizard forgotten beast wrecked my 2nd fort and killed the entire militia (three times in a row), I just keep the caverns sealed.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: PsychoAngel on December 20, 2014, 04:08:28 pm

YES! YES! I KNEW THE SOAP WOULD COME IN HANDY!

Holy shit guys, this is getting better by the day.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Iamblichos on December 20, 2014, 08:53:20 pm

This is my fave fort to read since Battlefailed. Yes, it's reached the epic level. I want to nominate this one to the Hall of Legends.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Loyal on December 20, 2014, 09:10:18 pm

You've clearly been underselling yourself, Taupe, this is incredible.

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: **Drokles** on **December 20, 2014, 09:19:54 pm**

So, let me get this straight..

The only functioning part of the fortress is a small community of geezers living in the deepest part of Doomforests, basically as far away from the other dwarfs as possible. They have established a small commune of mutual trust and solidarity, a happier society than any dwarf can realistically hope for, in the backyard of the winged snail terror under the fiasco which is Doomforests. And now they've incorporated a werebeast into their midst by sealing her in soap once every month...

The underground community of doomforests is a beautiful metaphor for something, but I don't know what.

I don't even... Just.. Wat

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Taupe on December 20, 2014, 10:00:22 pm

Thanks for all the feedback guys, you're all awesome!

Just letting you know that there won't be much updating until like, tuesday. I'll be very busy with holiday events and work until then. I have some spare time to play, but the next hours will mostly be used to pause and micromanage the two communities. So, no real progression or update material yet. I've taken the liberty to rename all the Astville residents with custom professions all staring with Astville's X, so that they all show up grouped together in dwarf therapist. This should make announcements less confusing (i.e: where is this battle occurring, up or downstairs?), and micromanagement of the tasks down there simpler, for me and the next overseers both.

Here's a teaser tho: Our army is nowhere near competent enough to defeat a minotaur on their own, but I have a plan which revolves around my totem animal (http://www.holland.com/upload_mm/5/3/e/22758_fullimage_flying_pig_560x350.jpg)

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Drokles on December 21, 2014, 03:56:46 am

Oh.. If this what I think it is.. Armok help us all!

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: PsychoAngel on December 21, 2014, 10:57:27 am

Don't worry about not getting an update till Tuesday, man. Just look at how long it took me to finish my turn. Take as long as you need, this is great.

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: mate888 on December 21, 2014, 09:19:41 pm

I will learn how to animate just to make an animation of this.

This should be on the Hall of Legends on par with Syrupleaf, Headshoots and Boatmurdered.

Just... Survive till my turn.

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Taupe on December 21, 2014, 10:25:20 pm

Ok, I decided to play some more yesterday instead of like, sleeping. Enjoy!

* * *

Spoiler (click to show/hide)

in the head with his right horn and Lòr Toraserith, Fisherdwarf has been found dead. Juwog Xakedala Gustartuk, Minotaur: Death is all around us. This cannot horrify me.
Juwog Xakedala Gustartuk, Minotaur: How fleeting life is... This
doesn't scare me.

A poorly-situated fisherdwarf buys us some precious minutes. It's time to formulate a plan, and fast!

The milicia now has gear, and some form of training. They can take on a kobold, and gank a giant dingo. But can they take on a giant angry Quagminotaur? I'm not entirely sure. I ask Senshuken if they can deal with it. "If we have to" he replies. "Can't say we'll win, but we'll try." We are sitting in the unfinished 2nd layer of the military tower. This is suposed to become a dinning hall for our soldiers, but so far only half of it is complete, and there are still pieces of flooring begging to collapse if they don't receive more stable foundations. Underneat is the armory, and under that is a thinner corridor, running from the depot to the outside world. If this minotaur wants to get in, he will have to go underneath the tower, regardless of his entry point. Front gate or the tower's unfinished walls both lead into the fortress the same way.

That's when I come up with a fucking genius plan. Even if we close the gate, the minotaur will charge at the hill, jump inside the tower, and rush downstairs. We'll let him take the gate. We won't close it. Let him dive inside all he wants. We cannot finish the tower's walls in time, nor make them unclimbable, but it's unfinished state means that its pretty fucking easy to crumble parts of it.

Oh, we won't need to destroy the whole thing. If I've learned anything being a dwarf, it's that floors are fucking easy to destroy to create domino effects. all we need is to disconect one of the central pieces that's above the corridor. It'll fall down, hit the first floor, break that, and both pieces will fall into the corridor.

"That's dumb, interjects the captain. You'll never be precise enough to hit a fucking minotaur.

-No, of course not. But as long as some flooring falls, it'll create a fucking huge cloud of concrete dust. As long as the minotaur is nearby once that procs, it, Il probably be incapacitated in some manner. You guys will be on the standby, far away. As soon as the cloud disperses, you'll rush the monster before it can recover. Some mason in the tower might get knocked over as well, but who cares. Let's see how that minotaur fights with his lungs filled with sand and dust.

-That... sounds actually like a decent plan. Let' do this."

We order the masons around. We have a general idea of how fast they can deconstruct a tile, but this is still a tricky shot. the beast charges the main gate. The workers ready their picks and hammers. This is a very tense moment....

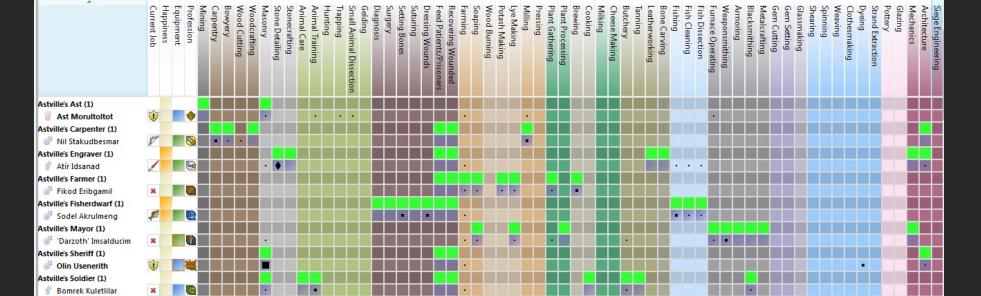
Spoiler (click to show/hide)

Spoiler (click to show/hide)

Juwog Xakedala Gustartuk, Minotaur

000

...Aaaaaan nevermind, the minotaur stepped into a cage trap.



<u>Spoiler</u> (click to show/hide)

Astville's Woodcutter (1)

Rsob Desisonol

Baby (5)



The residents of Astville are now fully organised. Darzoth is spending most of his time aquiring then dismantling a smelter, then a forge, then back to a smelter. After an axe, a pick is the next objective. Once a copper pickaxe is aquired, Ast get to work and mine out some hematite, which Darzoth turns into bars, then transforms the smelter into a forge, which he uses to make a second anvil. ast mines a rock, and soon Astvile has both a smelter and a magma forge, no back and forth required anymore.

During those time, tho, some accident happen. fikod climbs all the way back to the entrance of the cavern (which he finds sealed) and on his way back, he falls into the pit. ast is the nearest, so she goes and mine him out, but the blood moon is near!

Spoiler (click to show/hide)



"Go back to base, and fast! screams Ast. i will run into the upper caverns. There is no time to seal me!"

Spoiler (click to show/hide)

```
(+silver battle axe+)
(iron breastplate)
-iron mail shirt-
(alpaca wool trousers)
(llama wool dress)
(giant cave spider silk cloak)
(pig tail fiber cap)
(alpaca wool hood)
(pig tail fiber left glove)
(cave spider silk left mitten)
(pig tail fiber right glove)
(cave spider silk right mitten)
(pig tail fiber sock)
(giant leopard leather shoe)
(pig tail fiber sock)
(giant leopard leather shoe)
Dense floor fungus
```

Ast starts mooing to the moon, and her hands turn into hooves. she is now a wereantelope, stalking the caverns. She drops all her gear to the floor, including a silver battle-axe she found while freeing Fikod. What an ironic weapon for a werebeast to carry around.



The blood moon is over! she vaguely remembers slaying a crundle that wandered too close. Apart from that, she spent most of her time there, doing basic wereantelope things like mooing, growling, and being very angry for some reason

She returns to Astville, where Atir has drawn a very beautiful set of blueprints for the living quarter. Everyone shall have it's own spacious bedroom (Ast and Nil will share one, being married and all) they will have plenty of room for furniture and personal belongings, and the rooms are spaced enough that they will have engravings on each side of the walls, increasing the value and beauty of the place. Atir even included some alcoves to place statues, totems, or whatever else they happen to craft that's worth putting on display.

"I also have ideas for a dinning hall right underneath this, explains atir. But let's start with the bedrooms, shall we?
-Actually, replies Ast, our priority should be using the pick and wood we gathered to climb up to the cavern's ceiling and seal it.

The former members of Astville are not eager to follow the lycanthrope's suggestion. They are weary of living on the dirt, and wish the early wood stocks would go toward barrels for booze, and some beds and table. Most of them believe that snustrok has been killed offscreen by crundles or mudman, or that it simply left the region. If it was alive, would it not have attacked when Ast and Fikod ventured higher in the caverns? Still, they decide to play it safe, and Nil the carpenter begins work on a scaffold for the seal.

Food is becoming sparse, however. Fikod is slowly building some plump helmet and cave wheat farms, but it'll be a season before they can harvest anything. Most of the plump helmets have been harvested already, and eaten. They cannot mill the cave wheat into something edible because no millstones have been produced yet. Their only reliable food source right now is fishing. Things take a turn for the worse when sodel the fisherdwarf shows up in the forge to announce something dire:

"There is nothing to catch in the western underground lake", he declares.

People are getting pretty hungry in Astville. For many weeks, they had survived on trout, and the occasional plump helmet, but now both of these had been exhausted. The residents start to argue on the fastest way to get more food. Cook the cave wheat? Try to make a millstone instead? Can they survive on hunting, until the farms are ready to harvest?

"I got stuck upstairs, admits Fikod. I didn,t get to plant the seeds yet!

- -Well, that's it, says Bomrek, I'm going to look for some small critters to eat.
- -Me too, says Asob.
- -Guys, guys, we need to stick together and work as a team! begs Sodel.

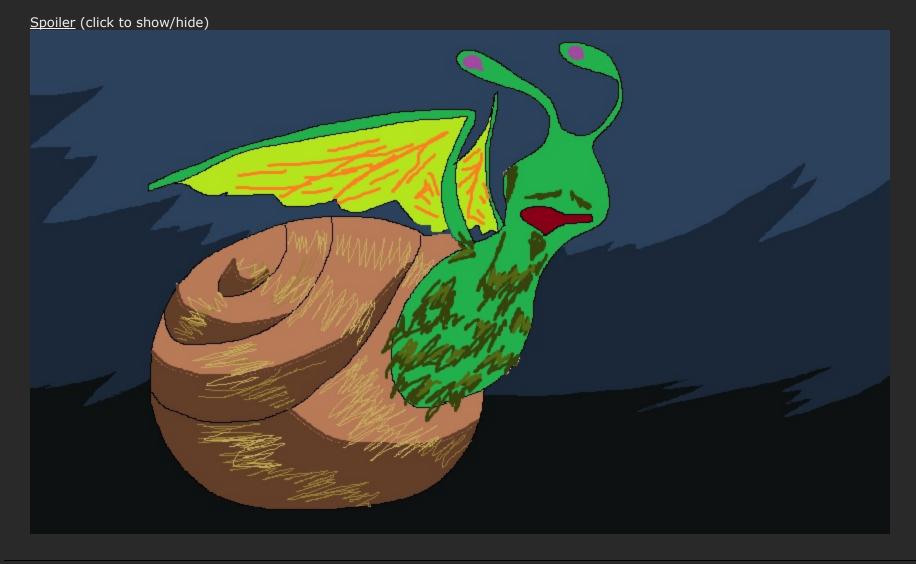
But it's too late. Two of them have already left, to fend for themselves, and soon most of the tasks in astville are neglected, as people decide to scatter and hunt for their own food. Olin, ex-milicia commander and Sheriff of Astville, decides to go back to doomforest, and starts climbing up the staircase. there is nobody to seal Ast in time, and no room either, since atir occupies the well and Sodel the workshop room. Ast decides to wander into the caverns once more. "Maybe if i can find something nice to kill, I can bring it back and we can cook it. That would solve everything..." The ranger desperately want to return Astville to it's former harmony. It has become her home. Doomforest had exiled her, sent her to die without a second thought, yet the dwarves of the magma forge had welcomed her with open arms, regardless of her curse.

Yes, finding food is the best way to help her new family. She can feel the change taking place slowly, but surely. Her scent magnifies with each step she takes. She can feel the grass and the spores around her, the smell of long-gone crundles, and magma crabs down in the depths. Her nose catches the trail of something fancy. "Food!, I found food!" Ast knows, instinctively. she starts to follow the trail. Her hooves are quick, her reflexes sharp, and soon enough she finds what she seek.

She has found food.

She has found Bomrek.

Yet in the depth of the cavern, something else has found them still...



Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: mate888 on December 21, 2014, 10:49:48 pm

They starve while surrounded of crundles? No tasty crundle eggs, then?

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Taupe on December 21, 2014, 11:01:34 pm

I would guess that's how they survived before I discovred them. They were always fighting with crundles and venturing near them in the first weeks.

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Tacomagic on December 21, 2014, 11:28:17 pm

For fuck's sake, guys. I post once in the thread and then come back two months later and find this. What the fuck is this, anyway!?

It's like a fort mated with some kind of Lovecraftian horror and then made a bunch of overseers try to raise the spawn.

And the worst part is, now I feel invested in watching this damn thing spiral even further out of control.

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: mate888 on December 22, 2014, 02:54:41 pm

Quote from: Tacomagic on December 21, 2014, 11:28:17 pm

For fuck's sake, guys. I post once in the thread and then come back two months later and find this. What the fuck is this, anyway!?

It's like a fort mated with some kind of Lovecraftian horror and then made a bunch of overseers try to raise the spawn.

And the worst part is, now I feel invested in watching this damn thing spiral even further out of control.

Welcome to Bay12, where this kind of statements are considered normal.

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Pencil_Art on December 22, 2014, 06:16:39 pm

Well. I suppose they should have listened to Ast, then.

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Senshuken on December 22, 2014, 10:15:08 pm

Hey, don't blame us for sending Ast on what was meant to be a suicide mission. The last Weredwarf we had murdered the last two overseers in quick secession before spreading the love around. On top of all the other problems facing Doomforests we simply couldn't handle having another werebeast within out halls so soon. And you can't say it hasn't worked out in her favor, considering that the last few months down there with the other survivors has been the happiest of her life.

And now we finally get to witness the fated battle of Weredrawf vs flying snail.

Considering that the only reason that Astville exists is because we had to seal off that part of the fortress due to the damn Forgotten Beast, if it dies we can bring all the dwarfs back into Doomforests proper. From what I can see the situation in the main Fortress has improved somewhat. At least compared to what we started with anyway.

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Taupe on December 22, 2014, 11:09:32 pm

Bomrek is wandering around the upper caverns to grab some rats or whatever. The others have already claimed most of the edible things downstairs, so going up seems like the smartest move. Not so much. as the blood moon rises, so does Ast's lust for blood. The wereantelope appears around the corner, lusting for blood.

Spoiler (click to show/hide)

```
The Retville's first hacks The Retville's Soldier in the left hand with its (*teilver battle axx+), tearing apart the nuscle through the (cave spider silk left mitten)?

An artery has been opened by the attack and many nerves have been severed?

Bonrek Kuletillar, Astville's Soldier: Can it all end so quickly?

This does not scare me.

Bonrek Kuletillar, Astville's Soldier: I've been wounded. No, that's not annoying.

Bonrek Kuletillar, Astville's Soldier: I must withdraw?

The Retville's Ast strikes The fistville's Soldier in the upper body with the pommel of its (*silver battle axx+), bruising the muscle and tearing apart the middle spine's nervous tissue through the (sheep wool cloak)?

The Retville's Soldier loses hold of the (1lama wool shoe).

The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Ast hacks The Retville's Soldier in the right foot with its (*silver battle axx+), tearing apart the muscle and tearing apart the spleen through the (sheep wool cloak)?

The Retville's Ast slaps The Retville's Soldier in the left upper arm with the flat of its (*silver battle axx+) and the injured part is crushed?

An artery has been opened by the attack?

Bonrek Kuletillar, Astville's Soldier: I've been injured badly. I can keep it together.

The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Soldier loses hold of the (alpaca wool sock).

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The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Soldier loses hold of the (alpaca wool sock).

The Retville's Re
```

Ast lunges at her former friend, and start hacking him to pieces with her battle axe, despite being supposed to drop her stuff when she transforms. That's right, a giant wereantelope is using its hooves to wield a fatass axe made of the one material that's her own bane. Apparently Ast went to the TuftedStockades martial school for bovines (http://imgur.com/a/bKB5V#0)...

Bomrek stands no chance against Ast's programing-defying werebeast behaviors. The singularity is strong with her. She hacks at bomrek's feet before caving his chest in. That's when Snustrok comes out of the shadows, attracted by a new and fresh corpse to devour. "This is MY food" moos ast, charging. This is why she was sent here, she vaguely remembers. This is my fight. My kill.

```
The Astville's Ast hacks The Astville's Soldier in the left hand with its '(*silver battle axe*). tearing apart the nuscle through the '(ave spider silk left mitten)? An artory has been opened by the attack and many nerves have been severed? It as the strikes Ihe Astville's Soldier in the upper body with the provider of the strikes Ihe Astville's Soldier in the upper body with the provider of the strikes Ihe Astville's Soldier in the provider of the Astville's Ast hacks Ihe Astville's Soldier in the Provider of the Astville's Ast hacks Ihe Astville's Soldier in the Provider of the Astville's Ast hacks Ihe Astville's Soldier in the lover body with its '(*silver battle axe*), tearing apart the muscle and tearing apart the splen through the 'cheep wool cloak)? The Astville's Ast slaps The Astville's Soldier in the left upper arm with the flat of its '(*silver battle axe*), tearing apart the miscle and tearing apart the splen through the 'cheep wool cloak)? The Astville's Ast slaps The Astville's Soldier in the left upper leg with the flat of its '(*silver battle axe*), fracturing the bone through the 'cheep wool cloak)? The Astville's Ast hacks Ihe Astville's Soldier in the left upper leg wool cloak)? The Astville's Ast hacks Ihe Astville's Soldier in the left of the the Astville's Ast hacks Ihe Astville's Soldier in the left of the Astville's Ast hacks Ihe Astville's Soldier in the left lover arm with its '(*silver battle axe*) and the severed part sails off in an arc' Ihe Astville's Ast hacks Ihe Astville's Soldier in the left lover arm with the pommol of its '(*silver battle axe*) and the injured part explades in the pommol of its '(*silver battle axe*) and the injured part its '(*
```

The beast opens with a bite, but Ast is tough and shrugs it off. she replies with a volley of blows and bites, inflicting some good blows on her foe. As the werebeast raises her axe for another devastating blow, Snustrok pounces foward and bites the swinging arm, reducing it to a fine pulp. Bone and flesh scatter on the ground, along with the silver axe.

```
The Astville's Ast strikes The Forgotten Beast in the body with its (iron shield), bruising the muscle and bruising the guts!

The Forgotten Beast shakes The Astville's Ast around by the left lower
arm!
The Forgotten Beast misses The Astville's Ast!
The Astville's Ast strikes The Forgotten Beast in the left wing with its (iron shield), bruising it!
The Forgotten Beast misses The Astville's Ast!
The Astville's Ast strikes The Forgotten Beast in the body with its (iron shield), bruising the muscle and bruising the guts!
The Forgotten Beast misses The Astville's Ast!
The Astville's Ast strikes The Forgotten Beast in the right wing with its (iron shield), bruising it!
The Forgotten Beast misses The Astville's Ast!
The Astville's Ast bites The Forgotten Beast in the left wing, tearing it!
It!
The Astville's Ast latches on firmly!
The Forgotten Beast strikes at The Astville's Ast but the shot is blocked with the (iron shield)!
The Forgotten Beast breaks the grip of The Astville's Ast's teeth on The Forgotten Beast's left wing.
The Astville's Ast strikes The Forgotten Beast in the left wing with its (iron shield), bruising it!
The Forgotten Beast misses The Astville's Ast!
The Astville's Ast strikes The Forgotten Beast in the left wing with its (iron shield), bruising it!
The Forgotten Beast misses The Astville's Ast!
The Astville's Ast strikes The Forgotten Beast in the body with its (iron shield), bruising the muscle and bruising the guts!
The Astville's Ast strikes The Forgotten Beast in the right wing with its (iron shield), bruising it!
The Forgotten Beast grabs The Astville's Ast by the left hoof with its right wing!
      it!
     The Forgotten Beast throws The Astville's Ast by the left hoof with The Forgotten Beast's right wing!
The Astville's Ast slams into an obstacle!

The Forgotten Beast strikes at The Astville's Ast but the shot is blocked with the (iron shield)!

The Astville's Ast kicks The Forgotten Beast in the body with its right hoof, bruising the muscle and bruising the heart!

The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Astville's Ast's left hoof.

The Astville's Ast punches The Forgotten Beast in the left wing with its right hand, but the attack glances away!

The Forgotten Beast strikes at The Astville's Ast but the shot is blocked with the (iron shield)!

The Astville's Ast strikes The Forgotten Beast in the left wing with its (iron shield), bruising it!

The Forgotten Beast misses The Astville's Ast!

The Forgotten Beast grabs The Astville's Ast by the left lower arm with its left wing!

The Astville's Ast kicks The Forgotten Beast in the body with its right hoof, bruising the muscle!

The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Astville's Ast's left lower arm.

The Forgotten Beast strikes at The Astville's Ast but the shot is blocked with the (iron shield)!
The Forgotten Beast Strikes at The Astville's Ast but the Shot is blocked with the (iron shield)!

The Astville's Ast bites The Forgotten Beast in the body, tearing the skin and bruising the fat!

The Astville's Ast latches on firmly!

The Forgotten Beast strikes at The Astville's Ast but the shot is blocked with the (iron shield)!

The Forgotten Beast breaks the grip of The Astville's Ast's teeth on The Forgotten Beast breaks the grip of The Astville's Ast's teeth on The
     Forgotten Beast's body.
```

Being an arm short is not going to stop Ast. her bloodcraving fury knows no bound, and she starts to pommel Snustrok with her shield, bruising the snail lightly with each strike. Snustrok has some nasty tricks up its sleeve, tho. It grabs ast by the hoof, using its wing, and sends the morphed dwarf flying against a pillar. ast doesn't even care. She just wants to eat that fucking snail. The fight continues for some time. A one-armed wereantelope and a giant flying snail with it's wngs and body torn open, dishing it out in the darkness underneath Doomforests.

<u>Spoiler</u> (click to show/hide)

```
The Astville's Ast strikes The Forgotten Beast in the body with its (iron shield), bruising the skin!
The Forgotten Beast grabs The Astville's Ast by the right lower arm with
The Forgotten Beast grabs The Astville's Ast by the right lower are its left wing!

The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Astville's Ast's right lower arm.

The Forgotten Beast strikes at The Astville's Ast but the shot is blocked with the (iron shield)!

The Astville's Ast misses The Forgotten Beast!

The Forgotten Beast misses The Astville's Ast!

The Astville's Ast misses The Forgotten Beast!

The Forgotten Beast bites The Astville's Ast in the upper body and the injured part collapses into a lump of gore!

An artery has been opened by the attack!

Ast Morultoltot, Astville's Ast has been struck down.
```

Ast is strong, and knows not pain, but rage and instincts guide her strikes, not strategy. She leaves herself ope once more, and the snail goes in for the kill, using its awesome maw to crush the werebeast's torso into bits. Ast's muscles twitch and shake for a moment. The antelope turns back into a dwarf. the dwarf collapses on the ground, landing on a pile of its own entrails.

Ast the ranger has been struck down.

```
Spoiler (click to show/hide)
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```
FPS: 100 (49)
                                                                                                  Snustrok Sodorbokur Ngospaspunog
A towering hairy snail. It has thin wings of stretched skin and it has a gaunt appearance. Beware its deadly blood!
guts is bruised. Its shell is dented.
Its mouth bears a very short straight scar. Its body bears a tiny straight scar. Its left wing bears a tiny straight scar.
Its body bears a tiny straight scar.
```

Her foe is not doing exactly well either. Still, the beast start to fly toward Astville, her hunger for dwarven flesh unsatiable. Olin has finally reached the top of the shaft, and bangs on the wall. "Open up, she screams. The beast will kill us all!"

Senshuken wants nothing to do with this. "Let them die, those assholes. They fled."

News of the underground refugees travel fast. Soon every dwarf in Doomforests is pondering over this. Should we go for them? Olin spins tales of beautiful rooms carved in the warmth of a volcano, with riches and gemstones everywhere. Some dwarves are envious. Their rooms are meager. Still, there is a giant snail down there. "Ast did most of the job", insists Olin. "Finish off the beast and the marvels of Astville will be vours!"

Dwarves are greedy. They were hoping for a glorious fight against the minotaur, which never came. now this is a beast whos death will bring about riches and incredible rooms. Magma forges, an actual access to the well, and gold.

Spoiler (click to show/hide)

```
Lòr Oslansoloz, Ghostly Dwarven Child has been found dead, dehydrated.
```

"Doomforest is fucking terrible", screams a cook. "Last week I saw a ghost die of thirst, for fuck sake. I say tear down those walls and let us kill that snail. I'll cook it into the greatest meal, which we'll feast upon while sharing the riches below.

Endok the mayor is the one with the last word. "I am our mayor, our broker, and our bookkeeper. If anyone has autority here, it should be

me, not this Xelius. My father, our Baron, is down there. I say we save our Lord and claim the depths, as any noble dwarf ought to!"

Spoiler (click to show/hide)



It is settled then. The milicia gathers, and begins to dismantle parts of the cavern wall. There is no time to lose. People are dying. "We'll regret this, says the captain. Mark my words."

```
<u>Spoiler</u> (click to show/hide)
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```
The Astville's Farmer attacks The Forgotten Beast but It jumps away! Fikod Eribgamil, Astville's Farmer: In the midst of conflict... I laugh in the face of death! The Astville's Farmer misses The Forgotten Beast!
The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Astville's Farmer's third toe, right foot.
The Astville's Farmer kicks The Forgotten Beast in the left wing with his left foot, but the attack glances away!
                                                                     Farmer in the right lower arm
The Forgotten Beast latches on firmly!
      Astville's Farmer gives in to pain.
Astville's Farmer loses hold of the (giant badger leather right
The Astville's Farmer loses hold of the (giant red panda leather right
The right lower arm is ripped away and remains in The Forgotten Beast's
grip!
                       Beast grabs The Astville's Farmer by the upper front teeth
The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Astville's Farmer's upper front teeth.
The Forgotten Beast bites The Astville's Farmer in the head and the injured part collapses!
An artery has been opened by the attack!
```

Like Bomrek, Fikod was wandering the tunnels in search for food. Snustrok stalks him next, and what ensues can hardly be called a fight. Quickly enough, the monster bites off the farmer's arm, toss it aside, and smash his head to bits with a violent bite.

```
<u>Spoiler</u> (click to show/hide)
 The Astville's Fisherdwarf attacks The Forgotten Beast but It jumps away!
The Astville's Fisherdwarf attacks The Forgotten Beast but It jumps away!
The Astville's Fisherdwarf misses The Forgotten Beast!
The Astville's Fisherdwarf misses The Forgotten Beast!
The Astville's Fisherdwarf misses The Forgotten Beast!
The Forgotten Beast lets the Fikod Eribgamil's right lower arm drop away
 The Forgotten Beast lets the Financial as It attacks.

The Forgotten Beast bites The Astville's Fisherdwarf in the right lower leg and the injured part collapses!

An artery has been opened by the attack!

The Astville's Fisherdwarf falls over.

The Astville's Fisherdwarf gives in to pain.

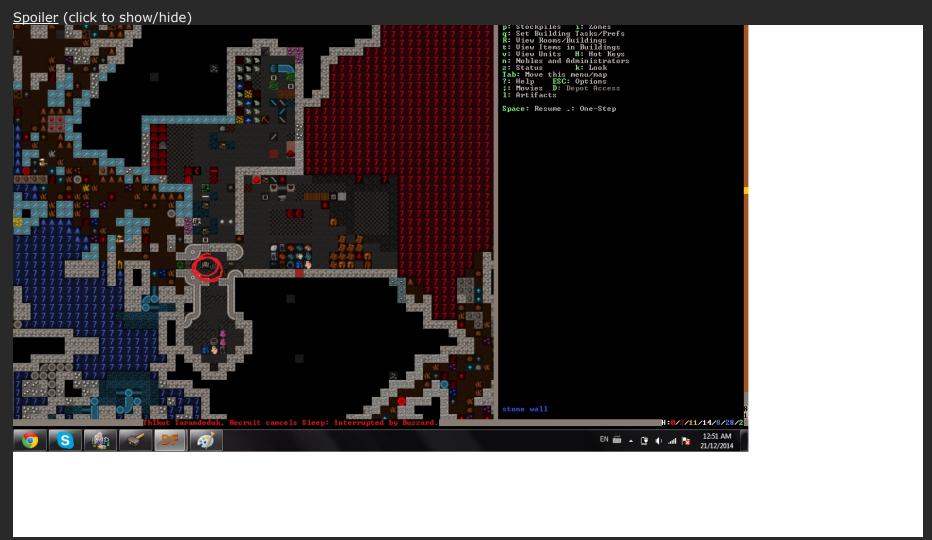
The Porgotten Beast grabs The Astville's Fisherdwarf by the (cave spider)
   The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Astville's Fisherdwarf's (cave spider silk cloak).

The Forgotten Beast grabs The Astville's Fisherdwarf by the left hand
   The Forgotten Beast locks The Astville's Fisherdwarf's left wrist with The Forgotten Beast's right wing!
   The Forgotten Beast releases the joint lock of The Forgotten Beast's right wing on The Astville's Fisherdwarf's left hand.

The Forgotten Beast releases the grin of The Forgotten Beast's right
                                                                                                                                                                                                                 The Forgotten Beast's right wing
   The Forgotten Beast releases the grip of the continuous on The Astville's Fisherdwarf's left hand.

The Astville's Fisherdwarf by the lower front in the continuous c
   The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Astville's Fisherdwarf's lower front teeth.
The Forgotten Beast grabs The Astville's Fisherdwarf by the left lower
   The Forgotten Beast locks The Astville's Fisherdwarf's left knee with The Forgotten Beast's left wing!
 with The Forgotten Beast's left wing and the left knee collapses:
A ligament in the left knee has been torn and a tendon has been torn!
The Forgotten Beast releases the joint lock of The Forgotten Beast's left wing on The Astville's Fisherdwarf's left lower leg.
The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Astville's Fisherdwarf's left lower leg.
The Paragitten Beast grabs The Astville's Fisherdwarf by the right ear
   The Forgotten Beast releases the grip of The Forgotten Beast's left wing from The Astville's Fisherdwarf's right ear.
   spider silk left glove) with its left wing?
The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Astville's Fisherdwarf's (giant cave spider silk left glove).
   The Forgotten Beast places a chokehold on The Astville's Fisherdwarf's throat with The Forgotten Beast's right wing!
```

Snustrok is not even done chewing on fikod that it decides to track down another dwwarf. Sodel, the fisherdwarf. The snail's bite proves to be a lethal weapon, with jaws so strong they rival the effciency of fabled adamantine weapons. A mere fisherdwarf stands no chance against such a terrifying foe.



"Hey, have you found some foo..." begins Darzoth.

He turns around.

"...oh."

Spoiler (click to show/hide)

Endok Pinkhatchets, being the rightful heir, has inherited the position of baron of Doomforests.

We hear screams coming from down below. the soldiers are already on their way to salvage what's left of this disaster. I order the wall rebuilt, as i turn to address our bookeeper. "If they don't return, then your father is dead. I hope you will be a better baron than he was".

```
The Forgotten Beast misses the Mistville's Sheriff:

Olin Usenerith, Astville's Sheriff: Death is all around us. This is truly horrifying.

The Astville's Sheriff hacks The Forgotten Beast in the left wing with his (bismuth bronze battle axe), tearing it!

The Forgotten Beast grabs The Astville's Sheriff by the (pig tail fiber
 The Forgotten Beast takes The Astville's Sheriff down by the (pig tail fiber sock) with The Forgotten Beast's right wing!
The Astville's Sheriff stands up.
The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Astville's Sheriff's (pig tail fiber sock).
 Olin Usenerith, Astville's Sheriff: In the midst of conflict... I am
 not scared!
The Astville's Sheriff attacks The Forgotten Beast but It jumps away!
 The Astville's Sheriff attacks The Forgotten Beast but It jumps away!
 Olin Usenerith, Astville's Sheriff: Death is all around us. This is truly horrifying.
                                                                                 The Astville's Sheriff by the third toe, left
The Forgotten Beast takes The Astville's Sheriff down by the third toe, left foot with The Forgotten Beast's left wing!

The Astville's Sheriff hacks The Forgotten Beast in the left wing with his (bismuth bronze battle axe), denting it!

The Astville's Sheriff stands up.

The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Astville's Sheriff's third toe, left foot.

The Forgotten Beast grabs The Astville's Sheriff by the (pig tail fiber
                                                                                                                                                          by the (pig tail fiber
The Astville's Sheriff hacks The Forgotten Beast in the left wing with his (bismuth bronze battle axe) and the injured part is cloven asunder! The Forgotten Beast takes The Astville's Sheriff down by the (pig tail fiber thread) with The Forgotten Beast's right wing! Olin Usenerith, Astville's Sheriff: Death... This is truly horrifying.

The Astville's Sheriff stands up.

The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Astville's Sheriff's (pig tail fiber thread).
 The Astville's Sheriff hacks The Forgotten Beast in the left wing with his (bismuth bronze battle axe), tearing it!
 The Forgotten Beast throws The Astville's Sheriff by the left ear with The Forgotten Beast's left wing!
The Astville's Sheriff slams into an obstacle!
The Forgotten Beast bites The Astville's Sheriff in the right foot and
 The Forgotten Beast latches on firmly!
The Astville's Sheriff gives in to pain.
The Astville's Sheriff loses hold of the (pig tail fiber shoe).
The Astville's Sheriff loses hold of the (pig tail fiber sock).
The right foot is ripped away and remains in The Forgotten Beast's grip!
The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Astville's Sheriff's left ear.
The Forgotten Beast lets the Olin Usenerith's mangled right foot drop away as It attacks.
The Forgotten Beast bites The Astville's Sheriff in the head and the
           Forgotten Beast bites The Astville's jured part collapses! artery has been opened by the attack!
```

Olin the commander ran ahead of the milicia, hoping to buy time for them to show up. It's hopeless. She is poorly equipped, malnourished, and never actually had a sparing partner to train properly. She fights valiantly, tearing apart and sundering snustrok's wings, but in the end, she fails. As she screams to the guards to make haste, her head is casually snapped appart by the monstruous

On the surface, the citizens of Doomforest start spinning tales of horror based on the screams and wails coming from the caverns. Soon, they begin to refer to the megasnail as Snustrok Deepstandarts, the Priime Hero.

```
Stakudbesmar, Astville's Carpenter: Help! Save me! Stakudbesmar, Astville's Carpenter: Help! Save me! Stakudbesmar, Astville's Carpenter: This is a fight! face of death! Stakudbesmar, Astville's Carpenter: Help! Save me! Astville's Carpenter stands up. Stakudbesmar, Astville's Carpenter: Help! Save me! Stakudbesmar, Astville's Carpenter: Help! Save me!
                                                                                                                                                                                                I laugh in
      The
Spoiler (click to show/hide)
Atir Idsanad, Astville's Engraver: Help!
Atir Idsanad, Astville's Engraver: Help!
Atir Idsanad, Astville's Engraver: Help!
                                                                                                                                         Save me!
                                                                                                                                         Save me!
                                                                                                                                         Save me!
Spoiler (click to show/hide)
                                                                                                                                                                                                                                         n:
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Ta
?:
1:
                                                                                                                                                                                                                            Sp.
```

Nil and Atir remain. If anyone in doomforests know a thing about hiding in times of trouble, it's that good old "Look I stashed myself in a workshop and made a nice bracelet while everyone died" Atir, the engraver. He and nil ran away, and are spreading in the caverns around Astville, hoping to escape their doom. They can hear the clinging of metal closing in from the staircase. Can the army make it in time?

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Senshuken on December 22, 2014, 11:38:04 pm

Well, now that the battle is joined, all we can do is march and sing the ancient song of our people.

https://www.youtube.com/watch?v=ytWz0qVvBZ0

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Taupe on December 23, 2014, 12:34:21 am

Half of The Kinetic Swans reach the bottom of the staircase just in time. In front of them stands The Prime Hero, slayer of six. The forgotten beast turns around, angry that some prey would interrupt such a mighty beast while it feasts on the baron. Senshuken turns to his men. Masons and potters 4 months ago, now the warriors of Doomforets.

"Well, time to see what you maggots can do! I hope I didn't train wusses! CHARGE!"

```
Spoiler (click to show/hide)
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Spoiler (click to show/hide)

The sons of the mountain have engaged the beast. Behind them, Nil the carpenter and Atir the fabled engraver start climbing to safety while the beast is distracted.

Olin described the beast as severely mauled and bleeding from it's fight against Ast, only a few hours ago. Yet the beast that stands behind The Kinetic Swan bears none of the wounds inflicted by the werebeast, nor the milicia commander. Snustrok's greatest asset is revealed. not it's flight, nor its unstoppable jaw. Sustrok's true strenght lies in its incredible healing ability.

By Armok, what have I done...

Spoiler (click to show/hide)



Atir reaches the bridge leading out of the deepest cavenrs. He hears a loud "twomp", metal and flesh against stone. Teeth rain from the staircase, a geyser of pain hinting at the fate of the soldiers.

```
Eshtân Ustuthtoth, Bonecarver
'Senshuken' Bimunam, Mason
Mafol Dumaterar, Marksdwarf
(pig tail fiber thread)
(pig tail fiber cloak)
(giant cave spider silk right mitten)
x(pig tail fiber cap)x
x(sheep wool sock)x
(pig tail fiber hood)
(giant cave spider silk right glove)
(one-humped camel leather loincloth)
(pig tail fiber trousers)
(pig tail fiber dress)
(alpaca wool coat)
(cave spider silk cloak)
(llama wool cap)
(giant jaguar leather hood)
(giant cave spider silk left glove)
(sheep wool left mitten)
(salpaca wool right mitten)
(alpaca wool right mitten)
(alpaca wool sock)
(cave spider silk shoe)
(alpaca wool sock)
(cave spider silk shoe)
(llama wool right mitten)
(cave spider silk left glove)
(cave spider silk trousers)
(sheep wool left mitten)
(steel battle axe)
(pig tail fiber sock)
(-steel mace-)
(gray langur leather left glove)
**ron mail shirt**
(giant cave spider silk trousers)
(sheep wool dress)
(pig tail fiber coat)
(cave spider silk cloak)
(pig tail fiber cap)
(giant red panda leather left glove)
(giant badger leather left mitten)
(giant red panda leather right mitten)
(llama wool sock)
(pig tail fiber shoe)
(high tail fiber fross)
(hismuth bronze battle axe)
Fikod Eribgamil's mangled mutilated corpse
Eshtân Ustuththoth's upper front tooth
Eshtân Ustuththoth's upper front tooth
andesite Up/Down Stairway
```

```
<u>Spoiler</u> (click to show/hide)
                                                     ikes at The Bonecarver but the shot is blocked
 The Bonecarver misses The Forgotten Beast!
 The Forgotten Beast throws The Bonecarver by the fifth toe, left foot with The Forgotten Beast's left wing!
 The Bonecarver misses The Forgotten Beast!
The Forgotten Beast throws The Bonecarver by the fifth toe, left foot with The Forgotten Beast's left wing!
 The Forgotten Beast throws The Bonecarver by the fifth toe, left foot with The Forgotten Beast's left wing!
The Bonecarver misses The Forgotten Beast!
 The Forgotten Beast latches on firmly!
 The right lower arm is ripped away and remains in The Forgotten Beast's grip!

The Bonecarver strikes The Forgotten Beast in the right wing with her (iron shield), but the attack glances away!

The Forgotten Beast lets the Eshtân Ustuththoth's right lower arm drop away as It attacks.
  The Forgotten Beast latches on firmly!
  The first finger, left hand is ripped away and remains in The Forgotten
  Beast's grip!
 The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Bonecarver's fifth toe, left foot.

The Forgotten Beast grabs The Marksdwarf by the (pig tail fiber shoe)
 The Forgotten Beast takes The Marksdwarf down by the (pig tail fiber shoe) with The Forgotten Beast's left wing!

The Marksdwarf hacks The Forgotten Beast in the shell with his iron battle axe, denting it!

The Forgotten Beast lets the Eshtân Ustuththoth's mangled first finger, left hand drop away as It attacks.

The Forgotten Beast hites The Marksdwarf in the upper hody, bruising the
  The Forgotten Beast latches on firmly!
 An artery in the upper body has been opened by the attack.
The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Marksdwarf's (pig tail fiber shoe).
The Forgotten Beast grabs The Marksdwarf by the third finger, right hand
 The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's third finger, right hand.
```

Stepping over the dead bodies of their kin, Eshtan, Senshuken and Mafol try to subdue this creature straight out of a nightmare. The staircase is narrow, filled with blood, torn body parts, and warm corpses. The beast fears none, for it has lived for ages, undefeated. It cares not for bruises and minor wounds, for the beast learned eons ago that in time, any injury could heal.

Ine Forgotten Beast strikes at The Bonecarver but the shot is blocked with the (iron shield)! The Bonecarver misses The Forgotten Beast! The Forgotten Beast throws The Bonecarver by the fifth toe, left foot with its left wing! The Forgotten Beast throws The Bonecarver by the fifth toe, left foot with The Forgotten Beast's left wing! The Bonecarver slams into an obstacle! The Forgotten Beast strikes at The Bonecarver but the shot is blocked with the (iron shield)! The Bonecarver stands up. The Bonecarver stands up. The Forgotten Beast throws The Bonecarver by the fifth toe, left foot with The Forgotten Beast is left wing! The Bonecarver slams into an obstacle! The Forgotten Beast bites The Bonecarver in the upper front teeth and the severed part sails off in an arc! The Bonecarver slams into an obstacle! The Forgotten Beast bites The Bonecarver by the fifth toe, left foot with The Forgotten Beast is left wing! The Bonecarver slams into an obstacle! The Bonecarver slams into an obstacle! The Bonecarver misses The Forgotten Beast! The Forgotten Beast bites The Bonecarver in the right lower arm, bruising the muscle through the (troil for cloak)! The Bonecarver stands up. The Bonecarver loses hold of the (steel battle axe). The Bonecarver loses hold of the (giant cave spider silk right mitten). The Bonecarver loses hold of the (giant cave spider silk right plove). The Forgotten Beast latches in an arc! The right lower arm is ripped away and remains in The Forgotten Beast's grip! The Bonecarver strikes The Forgotten Beast in the right wing with her (iron shield), but the attack glances away! The Forgotten Beast latches on firmly! The Bonecarver strikes The Bonecarver in the first finger, left hand and the severed part sails off in an arc! The right lower arm is ripped away and remains in The Forgotten Beast releases the Bonecarver around by the first finger, left hand and the severed part sails off in an arc! The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Bonecarver's fifth toe, left

The beast starts with a recruit, no more than a simple bonecarver when paired against such a formidable enemy. Snustrok grabs Esthan by an arm, or finger, then fling the victim around with such force that the grasped part severs from the rest of the body. The dwarf is smashed against the walls of the stairwell with unbelievable savagery, no more than a playing doll in the wings of the Prime Hero.

Spoiler (click to show/hide)

```
The Forgotten Beast grabs The Marksdwarf down by the (pig tail fiber shoe) with its left wing?

The Forgotten Beast takes The Marksdwarf down by the (pig tail fiber shoe) with The Forgotten Beast's left wing?

The Marksdwarf hacks The Forgotten Beast in the shell with his iron battle axe, denting it?

The Marksdwarf stands up.

The Forgotten Beast lets the Eshtân Ustuththoth's mangled first finger, left hand drop away as It attacks.

The Forgotten Beast bites The Marksdwarf in the upper body, bruising the muscle and bruising the heart through the (pig tail fiber cloak)?

The Forgotten Beast latches on firmly?

The Forgotten Beast shakes The Marksdwarf around by the upper body, tearing apart the upper body's muscle?

An artery in the upper body has been opened by the attack?

The Forgotten Beast shakes The Marksdwarf around by the upper body, tearing apart the upper body has been opened by the attack?

The Forgotten Beast shakes The Marksdwarf around by the upper body, tearing apart the upper body has been opened by the attack?

The Forgotten Beast shakes The Marksdwarf around by the upper body, tearing apart the upper body has been opened by the attack?

The Forgotten Beast shakes The Marksdwarf around by the upper body, tearing apart the upper body has been opened by the attack?

The Marksdwarf sives in to pain.

The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Marksdwarf's (pig tail fiber shoe).

The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's third finger, right hand.

With its right wing?

The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's (sheep wool sock).

The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's third finger, right hand.

With its right wing?

The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's third finger, right hand.
```

Mafol is next in line for a beating. Snustrok seems to be playing with its victims, taking pleasure in waving them around like puppets, before discarding them in front of their friends. Soon the marksdwarf of Doomforest lies on the ground, severely injured and bleeding.

```
The Mason misses The Forgotten Beast!
 'Senshuken' Bimumam, Mason: This is a fight! I laugh in the face of
death!
The Mason misses The Forgotten Beast!
The Mason by the (steel crossbow) with its
The Forgotten Beast takes The Mason down by the (steel crossbow) with The Forgotten Beast's right wing! The Mason stands up.
The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Mason's (steel crossbow).
The Forgotten Beast grabs The Mason by the right lower arm with its right
The Mason bashes The Forgotten Beast in the body with his (-steel mace-), bruising the muscle!

The Forgotten Beast bites The Mason in the left hand, bruising the fat
                                                                             Mason in the left hand, bruising the fat
The Forgotten Beast latches on firmly!
The Mason bashes The Forgotten Beast in the right wing with his (-steel mace-), bruising it!
'Senshuken' Bimumam, Mason: This is my fight too. I will take
 revenge!
The Mason loses hold of the (sheep wool left mitten).
The Mason loses hold of the (cave spider silk left glove).
The Mason loses hold of the (-steel mace-).
The left hand is ripped away and remains in The Forgotten Beast's grip!
The Mason bites The Forgotten Beast in the right wing, tearing it!
The Mason latches on firmly!
The Forgotten Beast locks The Mason's right elbow with The Forgotten Beast's right wing!
The Forgotten Beast breaks the grip of The Mason's upper front teeth on The Forgotten Beast's right wing.
```

Even in the face of death, Captain Senshuken dares to laugh. He is the last one standing. Once it tires of the macedwarf smacking it in the back, snustrok turns around, and snaps the captain's main arm in two like it was bread. Even then, senshuken endures, latching to the beast, taking a bite at its wing.

```
<u>Spoiler</u> (click to show/hide)
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```
right lower arm with The Forgotten collapses!
The Mason gives in to pain.
The Mason falls over.
The Forgotten Beast releases the joint lock of The Forgotten Beast's right wing on The Mason's right lower arm.

The Forgotten Beast lets the 'Senshuken' Bimumam's left hand drop away as It attacks.
                                   bites The Mason in the head and the injured part
                         been opened by the attack!
```

the beast tires of this fight. No more toying around. Senshuken was head of The Kinetic Swans. Now he no longer has one.

```
Spoiler (click to show/hide)
The Forgotten Beast releases the joint lock of The Forgotten Beast's right wing on The Marksdwarf's left upper leg.
The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's left upper leg.
The Forgotten Beast bites The Marksdwarf in the head and the injured part
                                                    been opened by the attack!
```

```
Spoiler (click to show/hide)
```

```
The Bonecarver by the thumb, left hand with its
The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Bonecarver's thumb, left hand.

The Forgotten Beast grabs The Bonecarver by the left lower leg with its
                       least bites The Bonecarver in the head and the injured part
                       been opened by the attack!
```

<u>Spoiler</u> (click to show/hide)

```
captain of the guard 1. VACANT
Wishy-Washy Banjos 2. AVAILABLE
Super Happy Team 3. Moldath Bomrkmbn, Engrur
The Kinetic Swans
militia captain 5. Moldath Thatthlsln, Rcrt
6. AVAILABLE
7. Thîkut Tarandeduk, Recrt
8. Dastot Onulagsal, Axdwrf
9. Kûbuk Sermorul, Recruit
10. AVAILABLE
 p: Positions a: Alerts e: Equip n: Uniforms
 ESC: Done
                                                           234689: Move selector
```

Senshuken's soldier stare with horror, as the snail bites off the top of their captain. Soon, they share his fate. The mightiest of the fort have fallen.

Spoiler (click to show/hide)

```
attacks The Recruit but He jumps away! grabs The Recruit by the left lower leg
The Recruit bashes The Forgotten Beast in the body with his (+iron war hammer+), bruising the muscle and bruising the guts!
The Forgotten Beast locks The Recruit's left knee with The Forgotten Beast's right wing!
                                                                                       ecruit's left lower leg with The For-
knee collapses!
been torn and a tendon has been tor
A ligament in the left knee has been.
The Recruit falls over.
The Recruit gives in to pain.
The Forgotten Beast releases the joint lock of The Forgotten Beast's right wing on The Recruit's left lower leg.
The Parantten Beast bites The Recruit in the head and the injured part
                   ery has been opened by the attack!
```

```
kes at The Marksdwarf but the shot is blocked
  Minkot Idosdumat, Marksdwarf: Death is all around us. This is truly
  horrifying.
                                     grabs The Marksdwarf by the (pig tail fiber sock)
 The Forgotten Beast releases the grip of The Forgotten Beast's left wing on The Marksdwarf's (pig tail fiber sock).

The Marksdwarf stabs The Forgotten Beast in the body with her *iron short
  sword*, tearing the muscle!
 The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's lower front teeth.

The Forgotten Beast strikes at The Marksdwarf but the shot is blocked
  Minkot Idosdumat, Marksdwarf: Help! Save me!
  The Forgotten Beast latches on firmly!
                                                             *iron short sword*.
(ostrich leather left mitten).
                                                     the (pig tail fiber left glove).
he Marksdwarf around by the left hand and the
  The left hand is ripped away and remains in The Forgotten Beast's grip!
  Minkot Idosdumat, Marksdwarf: Help! Save me!
  The Forgotten Beast lets the Minkot Idosdumat's left hand drop away as It
  attacks.
 Minkot Idosdumat, Marksdwarf: How fragile we are... Begone fear! Minkot Idosdumat, Marksdwarf: I've been wounded. It's annoying.
                                                                                              Begone fear!
  The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's head.
 The Marksdwarf strikes The Forgotten Beast in the right wing with her (copper shield), bruising it!
The Forgotten Beast locks The Marksdwarf's left ankle with The Forgotten Beast's right wing!
 A ligament in the left ankle has been torn and a tendon has been torn!
The Marksdwarf gives in to pain.
The Forgotten Beast releases the joint lock of The Forgotten Beast's right wing on The Marksdwarf's left foot.
The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Marksdwarf's left foot.
The Forgotten Beast grabs The Marksdwarf by the throat with its left
Spoiler (click to show/hide)
```

wing! The Forgotten Beast places a chokehold on

The Forgotten Beast places a chokehold on The Marksdwarf's throat with
The Forgotten Beast's left wing!
The Forgotten Beast strangles The Marksdwarf's throat!
The Forgotten Beast strangles The Marksdwarf's throat!
The Forgotten Beast strangles The Marksdwarf's throat!

The Forgotten Beast strangles The Marksdwarf's throat!
The Forgotten Beast strangles The Marksdwarf's throat!

The rest of the squad arrives too late. Soon, they fall to the Prime Hero, who decides that snapping off heads with a bite is not as cruel and entertaining as simply strangling its victims. It doesn't take long before the beast is done with its dirty work. It wastes no time, and start chasing after Atir and Nil. You'd think a snail would be pretty slow.

You would be dead wrong.

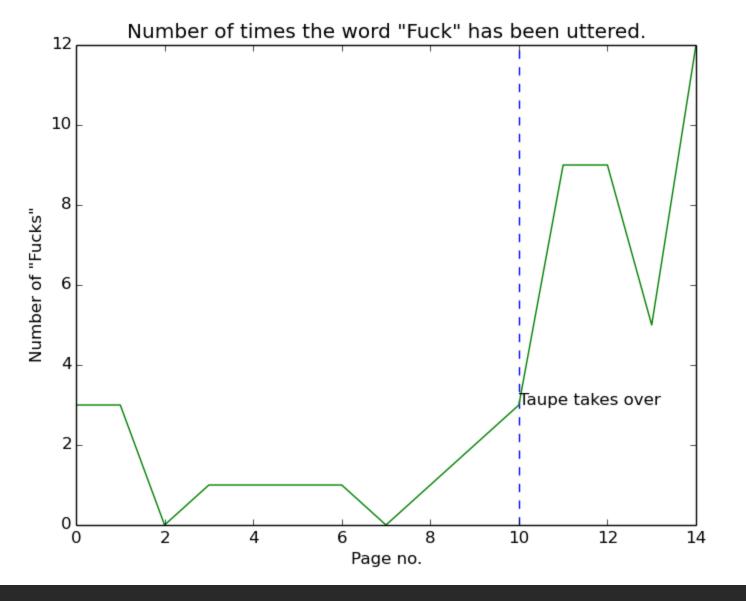
The two workers fall before they can reach the top of the stairs. The last memory of the idyllic and ephemeral society they created vanishes from the world as the fall to the ground, bloody and headless. Nine they were, trying to escape from the curse that calls this fortress home. they succeeded, for a brief moment... Yet in time, none can truly escape the fate that befalls every dwarf settling in Doomforests.

None (http://i.imgur.com/0kvsbLJ.jpg)

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Drokles on December 23, 2014, 12:50:31 am

In the end, the amazing strength of character that allowed Ast and the others to live together was worthless in the face of Snustrok.. That's so many cool dwarfs slain in an instant.

Also, some statistics for you: Spoiler (click to show/hide)



Clearly the trend is exponential. By extrapolating, we can only conclude that every page of Doomforests will eventually just be the word "fuck" repeated over and over again.

Title: Re: The Singularity in Doomforests - How to Stop a Werebeast Post by: Taupe on December 23, 2014, 01:08:32 am

Here's an interesting bit of trivia about our best masons:

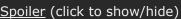
They're all soldiers.

Here's an interesting bit of trivia about our soldiers:

They're all dead.

Yeah, so. The suckier masons didn't seal the hole in time. Obviously the army didn't fare too well against what our commander described as a "battered and weakened foe". Their fantastic amount of not faring too well also happened *fucking* fast, because the beast managed to murder them all *and* climb here faster than it took to put a single piece of wall down.

I conscript every single person I see who seem to be grossly over 5 years old into a makeshift milicia. Some of us grab weapons and shields from the nearby barracks. Others just rush at the monster, fueled by the power of rage and misplaced hope. A lot of dwarves die. Which is kind of a shame because this place was starting to turn into a tolerable kind of hellhole. But now is not the time to dwell on my administration successes. Right now, I, Xelius, am the new military commander of Doomforests





Well, Commander Xelius is dead. Civilians are rushing against the monster, alongside their mom, their cats, and their cats' moms and those cats' moms' moms. They are doing no damage to this giant snail from hell, the one they call the Prime Hero. The first new Kinetic Swans led by Xelius had the sense to grab a weapon before dying horribly, but the second new Kinetic swans, along with the new Wishy-Washy Banjos, are just skipping the weapon part and jumping straight to the dying horribly part.

This is the worst strategy possible.

This is also our best strategy.

Oh, hi. My name is Sodel. I'm a ranger. I'm also the only person here alive who can fire a weapon. If I stop, or run out of bolts, we are all fucking boned. This creature is healing almost as fast as we can damage it.

<u>Spoiler</u> (click to show/hide)

```
A towering hairy snail. It has thin wings of stretched skin and it has a gaunt appearance. Beware its deadly blood!

Its body is cut open. Its body is gouting Snustrok Deepstandards the Prime Hero's forgotten beast ichor. Its body is dented. Its body is bruised. Its mouth is mangled beyond recognition. Its guts is bruised. Its brain is bruised.

Its shell is gone. Its right wing is gone. Its left wing is gone. Its body bears a tiny straight scar. Its mouth bears a very short straight scar. Its body bears a tiny straight scar.
```

And yet, with each of my brothers dying to distract the beast. I draw closer to ending this madness. We cannot stop. must not stop. A group of dogs join the fight. they hold the creature long enough for us to tear apart the shell of this horror, revealing a grotesque and

hairy body. I'm running out of dogs. I'm running out of bolts

I'm running out of dwarves.

The remaining citizen grab the weapons of the the fallen, hack at the beast, as it hacks back at them with unbelievable vigor. They just don't care anymore, they are jumping on the beast's body and biting off its wings.

Spoiler (click to show/hide)



The fort is a slaughterhouse. Blood everywhere. I'm pretty sure I sniped off the beast's brain. Yet it still fights on. This is the last bolt. Make it count.

Steady...

Aim...

Fire.

...

•••

Twomp

Plop

Silence.
Then cheers.

The beast is dead.

The beast is DEAD.

<u>Spoiler</u> (click to show/hide)

```
Citizens (11) Pets/Livestock (26) Others (69) Dead/Missing (392)

**Bblel Gesisoddom, Doctor**

Såkzul Ekastbim, Stoneworker**

Moldath Bomrekmubun, Engraver**

Vutok Rodembim, Engraver**

Solon Dumatid, Hunter**

Atír Bomrekgim, militia commander**

Oddom Likotavuz, mayor**

Stukos Almoshiden, Planter**

Thob Dodokamal, Planter**

Led Alathgeb, Dwarven Baby**

Rakust Itebdoren, Dwarven Baby**
```

Eleven of us remain. they start chanting my name. Sodel! Sodel!

breathing in Doomforests. "You are all masons now, until further notice. One of you block this cavern, another block the main gate. As for the rest. well... I hope you are decent coffinmakers."

My brothers scatter across the bloodied hall to grab some stone blocks. Then they freeze in their track. The snail demon is still warm on

Doomslayer, they call me. Champion. Hero. Overseer. It falls upon me to rebuild this fortress. I look at the remaining few dwarves still

the floor, it's cursed blood pouring from its carcass... yet we hear it growl.

No... wait...

It's a different growl... coming from the depths.

Spoiler (click to show/hide)

```
The Forgotten Beast Erong Gongithrulush has come! A great goat with external ribs. It has a pair of knobby antennae and it has a bloated body. Its dark violet hair is long and straight. Beware its deadly dust!

Press Enter to close window

Screw this place.
```

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Pencil_Art on December 23, 2014, 01:09:05 am

What! Is it over already?

EDIT: Never mind. I wasn't following this too closely, so I thought everybody died. Quote from: Taupe on December 23, 2014, 01:08:32 am

Fuck me[/i]]

the Forgotten Beast Erong Gongithrulush has come! A great goat with external ribs. It has a pair of knobby antennae and it has a bloated body. Its dark violet hair is Long and straight. Beware its deadly dust!

Ha. Ha ha ha. I feel sorry for you.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Taupe on December 23, 2014, 01:12:23 am

"Holy shit, the beast is dead!"

Pauses and spends an hour micromanaging the survivors and planning shit

Unpauses

Sup, I'm a goat from hell

200 frames. Two hundred friggin frames monster-free.

I don't want to play this game anymore.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Drokles on December 23, 2014, 01:57:44 am

Is that the sixth fucking overseer this year? This fucking place..

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Senshuken on December 23, 2014, 02:03:09 am

Good lord that snail was evil.

So Senshuken is dead. Admittingly he went out like a badass against an almost unstoppable killing machine but dead none the less.

And now there is a monster goat coming. How about you seal off the bullman was captured in the caverns?

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Taupe on December 23, 2014, 02:18:20 am

Ok, erhm, time to document the very last moments of this fort, guys. I won't lie, it ain't pretty.

Exactly 8 seconds after the death of Snustrok Deepstandarts the Prime Hero, a new monster appears in the depths, intend on experiencing some jolly good times! Well, I say depths, but it's actually more like in the upper caverns, very close to the staircase. turns out, goats are really good at climbing up things, but this one outclasses by far. this goat is really, really good at escalating stairs. It is so good at doing exactly this one thing, in fact, that for ages to come, mustached fellows enjoying their beer will be talking about the speed at which this goat escalated our staircase. (http://i0.kym-cdn.com/photos/images/newsfeed/000/353/279/e31.jpg)

Spoiler (click to show/hide)



So, anyway, this goat shows up, and it wants to play a game called "Dodge the forgotten beast frozen extract"



Turns out the dwarves are really bad at this game.



Really, really bad at it.

Senor Happy Sunshine starts filling the place with an absurdly long-ranged breath of ice and death. The breath is really, really cold, and yet, it comes with the special super awesome property of causing a debilitating fever. You may notice that I am adressing you directy, instead of using the voice of Sodel. that's because Sodel is dead (spoiler alert). They are pretty much all dead, to be honest. About 70 dwarves lying on the floor, decapitated, then half eaten, then frozen. Then, as I think we've reached rock bottom, the most dreadful thing in the history of Doomforests occurs:

Spoiler (click to show/hide)

FPS: 100 (49)

A diplomat has left unhappy.

That's right. Just as the fortress drops to 4 survivors, the game pauses mid-breath, to deliver this very important piece of information. No, not our awesome diplomatic relationships with the mountainhomes. If only we could have been more accommodating to our friend the outpost liason, by offering him a prettier room, banquet, maybe a show? You know what else would have also made the fort more welcoming?

Everyone inside *not* dying.

Still, it takes some enormous balls to leave a society mid-collapse, turn around, shake a finger disapprovingly at a bunch of frozen bodies and go "tsskkk tsssk, very disapointed" before leaving. Douche.

And yet...

And yet the outpost liason just did something important. This misplaced and understated expression of his feelings may, in fact, be the single most important moment in the history of Doomforests. Because it's *funny*.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Taupe on December 23, 2014, 02:51:56 am

Yup, the last moment of the fort is also the most anticlimatic.

But the point of dwarf fortress is !FUN!, isn't it?

It's so funny, in fact, that i end up spending 15 minutes staring at the black screen, laughing harder than i have laughed in years. Mind you, i tried very hard not to fail you guys, and in attempting to salvage this fort, i got invested in it. Discovering Astville was the proverbial beacon of hope amidst the darkness. I hoped i could prevent the hunger problem, save the residents... when Ast saw Bomrek, I made up scenarios about how this could all be salvaged. when bomrek died, I believed she could also kill snustrok, and then everyone could go back to living happy ever after, minus one dwarf. when the milicia died, i was like "If i just seal the cavern, doomforest can prosper." When all but eleven died, swimming in dead friends, I had hope of rebuilding.

But it's really hard to be optimistic here. The goat appeared, i couldn't seal it (or do anything at all really, it was so unbelievably *fast*), and within an instant of triumphing over the giant snail, everyone was knee deep in frozen extract. The fort was done. I watched just to see how far the last dwarf could run, so I could document Doomforest to the very end. Despite the absurd amount of horror and bad luck, it had been a fun ride. Then at the last second, the diplomat leaves, unhappy.

What an unfitting ending.

So i laughed. As i said, probably for 15 minutes straight. And that gave me some time to think. How did he leave? Did we not seal off the main gate?



Yup, there it is. Totally sealed off. Then how did he...

Hum...

I wonder...

I wonder if I can escape and rebuild somewhere else...

I look at our remaining dwarves: Two kids, both of which are feverish and also dehydrated, parentless, and exhuming a perpetual cloud of miasma. Sounds *suboptimal*. One farmer, suffering from extreme fever, nauseous, missing critical parts. And a doctor, suffering from dizzyness, dehydratation, and nausea. Curiously, both adults are the surviving members of a different squad. The farmer is part of the WWBs, while the doctor is the proud surviving member of The Kinetic Swans. A plan formulates in my head. I send the farmer to the deepest corners of the earth. "Flee to Astville, if you can still think clearly". Then I give orders to the doctor. "go the to northwestern point of the map, outside, in the forest.

The beast cannot pursue both.

In fact, the beast made a critical mistake. In attacking our dwarves so fast after the previous forgotten beast, he made a crucial mistake...

Spoiler (click to show/hide)

The Forgotten Beast Snustrok Mgospaspunog has come! A towering hairy snail. It has thin wings of stretched skin and it has a gaunt appearance. Beware its deadly blood

Press Enter to close window

Let's see if you can spot it. found it yet? It's the poisonous blood. The dwarves died way too fast to Snustrok for it to ever matter before. even those who survived the giant snail died instantly to the frozen beast extract, making the whole thing pointless to us. To us, but not to the giant goat from hell who showed up so fast, that it literally stepped over the body of the previous one before it was even cold. The frozen extract produces a fever that renders dwarves dizzy, nauseous, and also kill them a lot.

As for the effect of the cursed blood from snustruk, well...

Spoiler (click to show/hide)

```
Erong Gongithrulush Amas Gemesh, Forgotten Beast
"Erong Squidsplashed the Depth of Conflict"

left antenna
right eye
left eye
nose
left cheek
right cheek
throat
mouth
tongue
left true ribs
right true ribs
right false ribs
right false ribs
right floating ribs
right floating ribs
```

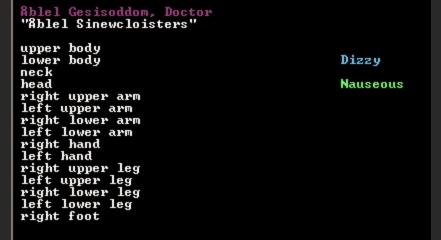
It's not exactly pleasant either.



The goat chases after the surviving dwarves, when suddenly, it stops. Because it can't find them. because snustrok's blood has temporarily made him blind. the two kids wander aimlessly in the fort, to die at an ulterior date. They cannot be saved. the farmer flees toward Astville, but he is on the wrong side of the fort. He falls to the floor and succumbs to the fever. as for the doctor, well...



The doctor runs toward the entrance, which he finds sealed. He looks around. Out of the two entrance to the tower, one is sealed off, but the other isn't. There is a hole in the wall, which was never patched. the masons suspended work on the tower when i initiated my plan to crumble parts of the building over the minotaur's head... the doctor steps outside, and starts wandering the countryside. he's not doing what I'm telling him to, and starts gathering flowers, even tho that's disabled for him. I ask that he digs above the goats space and attempts to crush the beast underneath tons of dirt, but he has no picks and he doesn't care. All he wants to do is pick up a specific flower.



Once he has his flower, he heads south, back to the fort. Hes dizzy and nauseous, so he ignores orders and does as he pleases, operating on instinct. He ignores the channel designation (again, having no pickaxe anyway) and crosses the frozen brook.

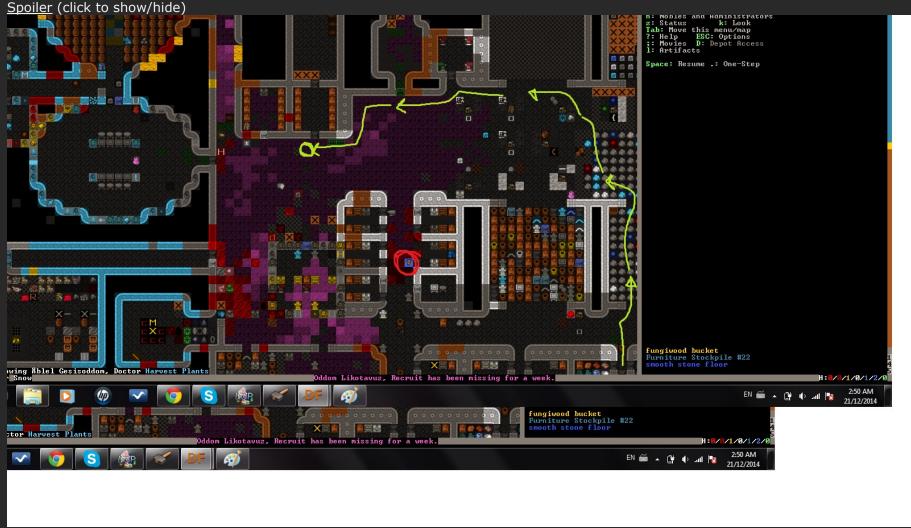
Spoiler (click to show/hide)



Spoiler (click to show/hide)

Ablel Gesisoddom, Doctor has been elected mayor.

Then, he sneaks trough the backdoor, which is basically a bridge going over the river and into the fort, which must have been activated when I tried to figure out what each lever did. As he does so, he elects himself mayor of Doomforests. I try to imagine what sort of platform he ran. "Vote for me, I ain't dead!"



At this point, I'm really just checking where exactly the doctor is going, and where he's going to die. Goign back to the fortress isn't smart, with the monster still around. and yet, somehow, hidden by gigantic clouds of miasma and parts of the workshops, he manages to sneak past the supergoat, and crosses the entire fort.

He reaches the brewery. then he eats whatever plant he deemed important to pick up, and wash it down with a bottle of ale. By Armok, his fever is gone. The doctor is alive! Everyone else is dead, or just as so, yet he lives, and somehow used his medical skills to subvert the demonic fever. As he finishes drinking, the game pauses. Holy shit, it's not responding. Did it freeze? I choose to wait for the program to respond, and after 5 minutes of suspence, I am met with this message:

spring has come on the calendar.

That's it, guys. The final months of PsychoAngel's turn are now complete. I may now begin my turn proper. Wish me luck, it's gonna be a tough year.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Senshuken on December 23, 2014, 04:17:33 am

No. Fucking. Way.

In any other situation, I would call this an end. Just have the doctor who survived all the odds at Doomforests walk away with his life and one hell of a story to tell. It's pretty clear that he is demi god material at this point.

As fitting an end of Doomforests as that would be, a part of me has to wonder just how much further it can limp along before it finally drops. There is only one dwarf doctor/mayor left alive, there is a blind supergoat that breaths frozen death that has pretty much taken over Doomforests walking around blindly and now the Mountainhome is mad at us because the liason is a complete and utter dick. But as insane as it sounds, it may still be possible to salvage this.

Hell, all the doctor has to do is wall off his own little area of the fortress with a surplus of food and brew and just wait for the siege to come. Let the goblins and the super goat fight it out.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: PsychoAngel on December 23, 2014, 10:35:37 am

Shiiiiit. As I said earlier, this just keeps getting crazier.

What would've happened if it were still my turn, though? Probably death. Although I single-handedly saved the day once, Taupe is the true hero of Dommforests.

Well done, sir. Well done.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Senshuken on December 23, 2014, 11:27:30 am

You mind posting the surviving doctor's information up so we can see who's left?

After everything he has been through, it should prove an interesting read.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Taupe on December 23, 2014, 01:07:14 pm

I'm working on his diary right now. Here's his character page. His opening quote is... surprisingly accurate.

Spoiler (click to show/hide)

Prepple do get so carried away sometimes, but not I."

Within the last season, he was disgusted after ecthing on a misma. He was borrified after seeing Id Unionnetal die. He was borrified after seeing Will Payeright die, he was borrified after seeing Will Payeright die seeing Will

If you are familiar with the name I gave him, you know what's underway...

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Senshuken on December 23, 2014, 01:31:16 pm

You are aware that he appears to have the title 'Mad Doctor' in his name, right?

Not sure if that was your doing or the game itself.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Taupe on December 23, 2014, 03:03:49 pm

Diary of Taupe II, Mad Doctor

Day 1

Today is my first day as mayor of Doomforests. I earned my title very recently, thanks to my fantastic qualifications at both being alive, and also representing 100% of the voters. I used to be a mere doctor, and yesterday I would make the healing of my fellow dwarves a priority. But i am a mayor now, so I must think of the fort's well being first! So nobody is being saved except me for now.

I made a list of my year-long mandate's objective, and which one i shall prioritize. Three of them are crucial. they were the key selling points of my mayoral promise. that's what got me elected, really. I'm not sure I would vote for myself again next year if I failed to fulfill those points. some others are just extras, but not crucial to my continued existence. Let's go over them quickly.

Point A: Sealing off the surrounding area.

Point B: Saving the remaining engraver from his necrosys-inducing fever (Optional)

Point C: Preventing a ghost infestation.

Point D: Kill or seal off the megagoat (optional)

Point E: Make contact with the autumn liason.

Point A is obviously a matter of life and death. Point b is very optional, as time and ressources are playing against me. Point C is kind of vital if I want to live past summer and prevent this place from turning into a gigantic haunted deathhole (As opposed to the regular gigantic deathhole it currently is). Point D is basically extending point a so that the goat is either neutralised, or at least locked from the exterior world. not important for me but, yaknow, kinda nice for the general inhabitants of the earth. Plus there is this whole revenge thing I'd like to get going. We'll see. finally, point E is the main focus of my long-term plans. not sure how I'll achieve that, but come the third season of my mandate, i must be ready to receive both the liason and the merchants, and trade with them. Only then may I enable more migrants to join Doomforests after the last liason dared to leave unhappy. (Shame on the previous mayor, really)

Alright, this meeting with my cabinet went smoothly. Mostly because my cabinet is made of metal and not actual underling bureaucrats. It's an actual piece of furniture is what I'm saying. Look, I'm low on manpower here.

Spoiler (click to show/hide)

Owned Objects: 42

Holdings: Throne Room Needs: Decent Office
Decent Quarters Needs: Decent Quarters
Great Dining Room Needs: Decent Dining Room
2 Chests Needs: 2 Chests
2 Cabinets Needs: 1 Cabinet
1 Weapon Rack Needs: 1 Weapon Rack
1 Armor Stand Needs: 1 Armor Stand

Set Follow Hotkey (F1 etc.): None
Enter: Thoughts and preferences h: Health r: Relationships y: Customize

i may need a larger cabinet. Since i can't hire anyone at the time, i decide to instead claim every single nearby office as my own. The dinning hall is now my personal dinning room, and also my office. I claim the luxurious chamber once belonging to Darzoth as my own, because shiny gold, y'all. It is filled with corpses and miasma, tho. So I also claim the northern dormitories as my secondary multi-bed relaxation chambers. I manage to locate the alive-yet-rotting corpse of the engraver, and install him in the other dorm, the one we sealed a werekid in a few months back.

While browsing my new quarters, I meet Smunstu, a goblin bowman who happens to reside in the chamber next to mine, which is a cage inside the shooting range. Smunstu is not the most pleasant fellow, as the lack of shared language, age-long war between our kind and the whole war prisoner things make it difficult to have a fulfilling discussion with my new roommate. Plus i don't think anyone has fed him in weeks. In order to enlarge my cabinet, I decide to bestow upon Smunstu the title of Minster of Agriculture. A harduous task for someone like him, no doubt. Yet, the Ministry of Agriculture can afford a few bad politics. Unlike Astville, who'se fate was sealed in part due to a lack of food, Doomforests has plenty of booze and food stockpiled. In fact, according to my ledgers, I have enough food to sustain myself and the other zero surviving members for approximately longer than my life expectancy.



I inform Smunstu of the new borders of our fort. Until further notice, none in Doomforests may leave the boundaries of the Doctor's Lair without mayoral approbation. Smunstu seems unhappy about the situation (and his life conditions in general) but I'm sure he'll comply. I start discussing some important agricultural matters with him.

"Minister Smunstu, The outside farms represent a threat to our survival. I may have to let them go to waste and seal the corridor leading there. Say nothing comprehensible at all if you think your ministry can accommodate the loss of those farms.

-Glarggg blarghurgh herrf!!!

-Well, it is settled then. I thank you for your time."





Once Minister Smunstu is done eating the required paperwork, I set myself to the task. Those farms can be accessed by climbing monsters of all kind, and sealing the access shaft is the simplest method. My government has neither the time, nor the resources, to add a second layer to the farming enclave. I grab some boulders lying in the western offices, and spend the rest of the day patching this entrance.

Another entrance leads into the fort for now, tho that won't be my problem once I've sealed myself in. Locking down the military tower is not important to me right now. instead, I'll need to build a wall between me and the monster. This will require a lot of stone, tho.

Spoiler (click to show/hide)

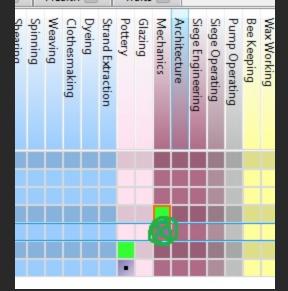
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Spoiler (click to show/hide)

(copper pick)
(llama wool sock)
(two-humped camel leather left glove)
(llama wool dress)
(sheep wool shoe)
(pig tail fiber shoe)
(giant ostrich leather coat)
(giant cave spider silk hood)
(troll fur right glove)
(river otter leather left glove)
(triver otter leather silk sock)
(cave fish leather sandal)
(wombat leather cloak)
(alpaca wool hood)
(pig tail fiber sock)
(sheep wool cloak)
(pig tail fiber trousers)
(cave spider silk shoe)
(pig tail fiber dress)
(cave spider silk left mitten)
(sheep wool right glove)
(polar bear leather cap)
(alpaca wool right mitten)
(pig tail fiber left mitten)
                        Smooth basalt Floor
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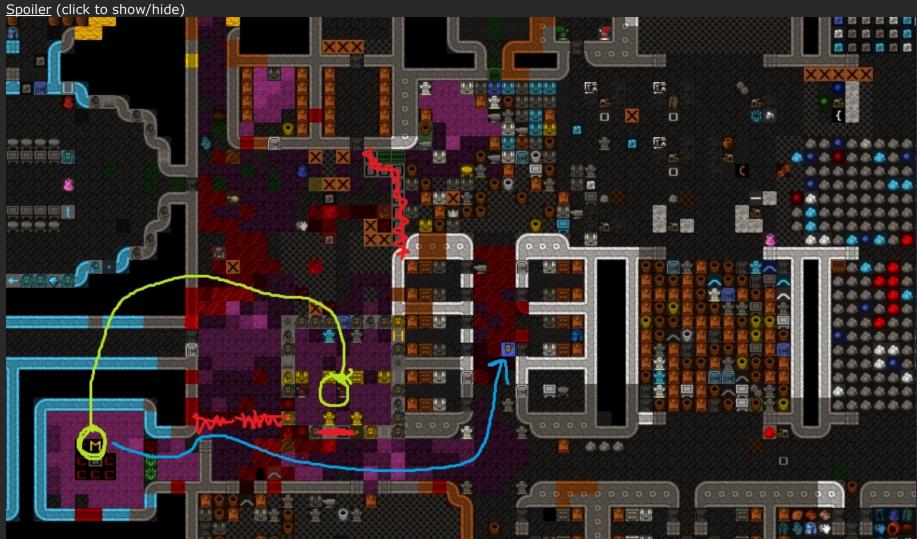
Thankfully, i am able to locate a dead miner and reallocate the tool to myself. If need be, I may have to dig random walls to grab some stone to complete the work. I'll need a pickaxe to move around and expand anyway.



<u>Spoiler</u> (click to show/hide)



I don't know how to do mechanics, but I'll have to learn if i want to achieve all my projects. I designate an area where I will eventually build a mechanist's workshop for myself. I'll need some gears. Here's why:



In his last moments, the previous mechanist was ordered to add one cage of the staircase. The minotaur is now stashed there, waiting to be unleashed. My plan is very simple, and also very crazy. I will wire the minotaur to the lever in the baron's room, and also wire the remaining crundles to the crundle lever. There will be a third lever, this one for Smunstu and his two goblin friends locked in the cage room. Once the wiring is done, I will seal the area from my own section of the fort, and pit the minotaur against the Beast. The weakened minotaur will be killed off by the goblins. Once the goblins are victorious over the minotaur, I assume maybe one of them will be alive. that's when I'll unleash the crundle to finish them off. I'll deal with the crundles with a fortification dug into a wall. I still have Sodel bow, and I'm confident I can locate enough bones around to make a friggin quiver of bolts out of them.

Day 2:

I've double-checked my plans, and readjusted them slightly. According to my medical knowledge, the Forgotten Beast i call the Supergoat is no longer blind. I cannot risk to go near it to complete the long process of cage-hauling and wiring. it's just not safe. Instead i will focus on completing a full wall between me and it as fast as possible. Time to locate an easy source of stone. It pains me to say, but the only stockpile I have access to right now is a leather stockpile.

My first fever-induced plan to slay the Megagoat was to channel above it. I spent some time checking the easiest path to build above it nd unleash earth-shaped hell on its head. Then I realised that any accident or poorly timed cloud dodging would fuck me up. If I channel the ceilings and get caugh in a cloud, i could get knocked out or killed, which would mean the end of Doomforests. I cannot take this chance. This is why I've engineered the megabattle project.

It seems that by spending so much time thinking of going above the beast, I forgot the idea of going *underneath* it.



The staircase I'm used to leads to the caverns, but i just remembered that there is another basement access. It leads to a giant stone stockpile. If i can mine into it then seal the entrance, All m stone needs will be met, both for the walling offs, the mechanisms, and the ghost slabs.



The forges underneath the main halls also connect to the graveyard, and the hospital, which connect to the emergency water channel. If I can get there in time, I can save the engraver! (which I've named Minister of Health). Bad news, tho, the water won't be flowing there for a season. No water for you, Minister Engraver-Guy.

Day 3

Ok, change of plans. After much deliberation, I decided not to dig for the stone stockpile, mostly because the original staircase leading there is very, VERY close to the Supergoat. If I go there, I'll probably be spotted or scented, and die. Instead I need a new source of stone. here's my backup plan:



An easy source of boulders would be to dismantle the extra workshops in the farming cavern. somhow I doubt I could, or would have the need to, operate multiple farmer's workshops at the same time. there is a corpse lying there, tho, and deconstructing workshops is as lenghty as simply mining for more boulders, without the benefit of expanding my lair.

No, i need to plan this thoroughly. I cannot waste my labor. time is of the essence.

* * *

Day 4:



Whomever designed this place sure like useless corridors. The southwestern section of the fort consists of long-ass corridors leading to nowhere, 3 offices, and then another giant corridor. I guess this was initially a mineshaft. I have no idea why people decide to expand at the end of it instead of, I dunno, nearby or on another floor.

That being said, the absurdly terrible urban planning skills of past Overseers is providing me with a relatively safe area to dig into. I could connect the cage room/kennels to this section of the fort by a short tunnel, then use the stones around to block the southmost part of the corridor. This should give me access to some nice offices and furniture, and a place to expand and put up workshops. I desperately need some room that's devoid of countless corpses and endless clouds of miasma. According to the uncompleted hauling jobs report, there

should be close to 30 boulders lying there. Enough for the wall, as well as a good amount of tombstones. From there, I can probably dig a new tunnel into the cavern staircase, seal it off from the fort and the caverns proper, and do my wiring of the cages undisturbed.

I have some crazy plans for water too, but they are risky. If I ever need a well, say to save minister Engraver-Guy, I could dig a new shaft into Astville, seal the initial staircase and the door to the caverns, and wall off the magma forge perimeter to prevent flyers from entering. That would leave us vulnerable to magma monsters tho, which is a risk I'm not gonna take for now. Still, If I secure the fort and attract newcomers, I could send them there and lodge them in Astville, and a magma forge is always a nice adition to any lair, especially without access to wood. But that's for later.

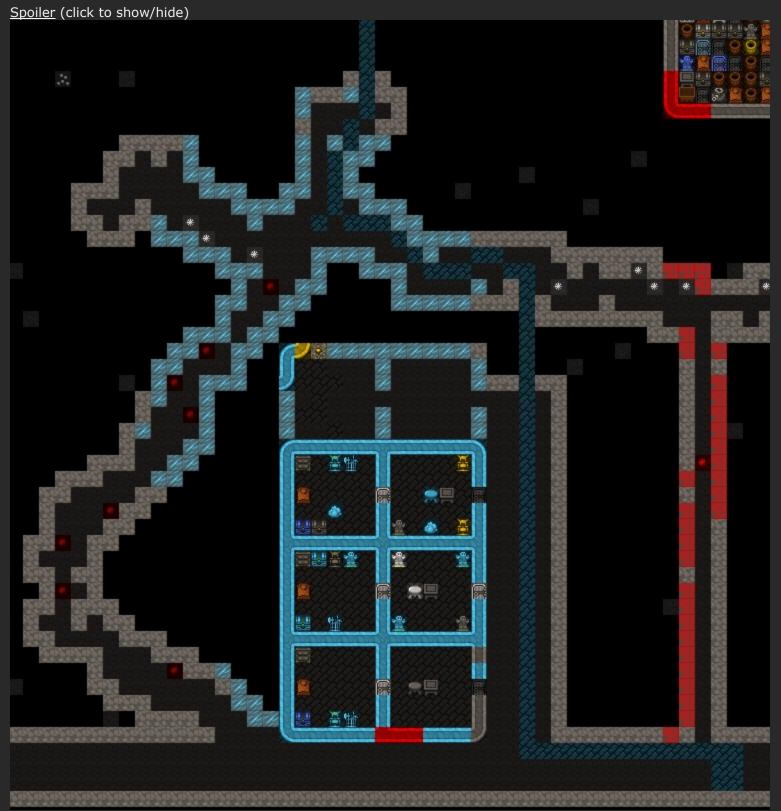
For now, I have some stone to acquire. Wish me luck, well-crafted gold cabinet!

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Pencil_Art on December 23, 2014, 05:49:54 pm

This story has taken an unexpected turn. A mad doctor and his gibbering assistant.

Title: Re: The Prime Hero of Doomforests - How Astville Ended Post by: Taupe on December 23, 2014, 07:35:39 pm

Day 5



Today, I begin work on the southern project.

Spoiler (click to show/hide)

```
Date:1055/00/06 Idl
`DestyNova' Gesisoddom, Mad doctor
"`DestyNova' Sinewcloisters"
Mayor, &
Dig
Dabbling Armor User
Novice Discipline (Rusty)
Dabbling Observer
Dabbling Fighter
Dabbling Dodger
Proficient Miner (V Rusty)
Dabbling Engraver
Competent Mason
Dabbling Butcher
Novice Tanner (Rusty)
 c: Combat b: Labor m: Misc
```

I used to be a good miner back in the days, but I'm very rusty at the moment. Let's hope I remember my picking and my digging well...

Spoiler (click to show/hide)

Avuz Enshalerith, Dog (Tame) has been missing for a week. The Stray Giant Rat (Semi-Wild) has been missing for a week.

As I begin to dig, i hear a terrible scream being me, and almost die from terror. I turn around. huh, it's just a rat in a cage. Phew. I wonder how many animals survived. Better take a look at the ledgers.

Day 6

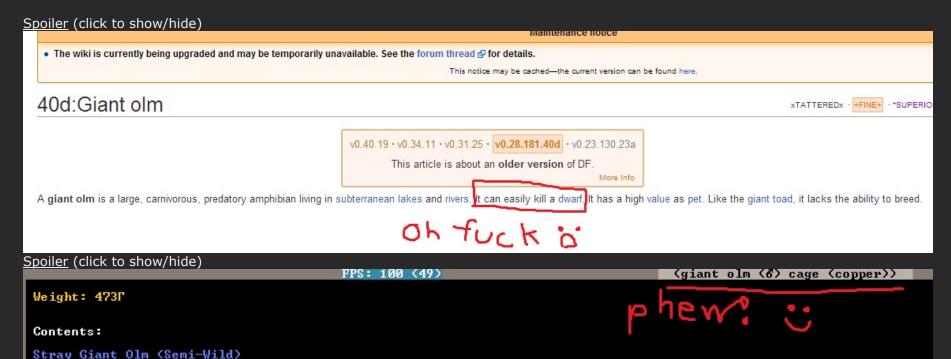


I located two pets living in the farms. I consider naming the Guinea hen into my cabinet, but realise it is already owned I wish not to have conflicts of interest among my employees, so the bird will remain jobless for now.

Employing a goat is, obviously, out of the question.



The ledgers mention a giant olm living in the fort. He is on the brink of turning wild. I have no idea what a giant olm actually is. Better consult the manuals...



Holy crap, that shit looks dangerous as fuck. it's also caged. I will have to wire it once I begin the megabattle project, inbetween the goblins and the minotaur.

Day 8:

I have located some buckets of water. with luck, I may be able to save Engraver-Guy. I am going to spend the rest of the day performing

surgery. It seems that one of my patients, a baby, is recovering from his fever. He may yet live and grow up to become a resident of Doomforets.



Spoiler (click to show/hide)

"Ga..."

Within the last season, he was disgusted after metching on a missma, He fall satisfied after receiving water. He was invitated when thirsty, He didn't feel anything after opprimenting trauma. He has been season, he was disgusted after seeing lab Pencesseen dies. He was here't after seeing file aft

I don't want babies running around and disturbing Supergoat. Doomforests is a very tense fortress, and people must learn to handle responsibilities at a young age. I have no idea what this baby's name is, so I'm just going to name him Baby Minister. I bestow upon him the title of Minister of Babies, and explains that his reponsibilities are mostly to prevent babies from doing stupid shit. Good job, Baby Minister.

Day 9:



I'm tired of miasma everywhere. I wish Baby Minister was old enough to haul corpses around. In the meantime, I will connect the dinning room to the cage room using my mining skills, so that I don't have to use the main hall every time I want to get a drink.

Once this is done, It's time to seal the southern corridor properly, which i couldn't complete...

Day 11:

Spoiler (click to show/hide)

A elven caravan from Acathosanera has arrived. →The merchants need a trade depot to unload their goods.

i have a feeling that the elves are somewhere around. I don't have time to deal with them. I consider giving the guinea hen a temporary trader job, but then i remember how annoying elves are. It's not like I could ever reach them if I wanted to. Which i don't. they can remain outside. In the meantime, i will observe their movement from a small crack in the farm's wall, to learn more of their behavior. understanding merchant pathing will be crucial to welcome the mountainhomes merchant in autumn.

The elves just stay there and do nothing. I wish they would rush inside somehow and murder Supergoat, or at least injure it some more. Unfortunately, the only paths I could open for them would probably just lead the beast to my new residence, which is a big no-no.



I've spent the last two days carrying stones around, but boulders are horribly heavy for my old back. I will have to build blocks instead. The dinning hall where i wanted the mason workshop is still filling up with miasma, so I'll look for another place to dump the workshops.

Spoiler (click to show/hide)

Spoiler (click to show/hide)

Lokum Unibcustith, Ghostly Wrestler

Oh, plus there's a ghostly wrestler living there now, so there's also that.

Undead

Day 15:



Found a decent place for the workshops. It's small, but I don't need more than one of each, being the ony one around. I've also moved my dinning hall and chambers to the living quarters nearby.

Day 21:

`Engraver-Guy' Rodembim has become a Engraver.
`DestyNova' Gesisoddom has become a mayor.
`Baby Minister' Alathgeb has grown to become a Minister of Babies.
Rakust Itebdoren has grown to become a Dwarven Child.
Some migrants have decided to brave this terrifying place, knowing it may be their tomb.

The second baby infected by a fever is still doing badly, but he is slowly growing. Baby minister seems rather happy to know that his task has been halved. Lazy ass. You are lucky to be the only conscious dwarf in this fortress, otherwise you wouldn't even BE on this cabinet!

Wait, I hear a commotion! Dwarves are walking in! Migrants! Are they insane? Quick, i must tell them where to go, and designate burrows for them before they...



Stay outside, stay outside! I conscribe a few of them using my possibly existing mental powers and tell them not to go inside. the non-fighting dwarves are to stay downhill and chill. I'll just dig a little hole and let them in from the south.



The migrants won't listen to my absolutely inaudible voice, and instead find the southern entrance, built by the second overseer. I still haven't got to reach the lever controlling it, and they all rush inside, oblivious to the monster lurking ahead. I can hear the muffled sound of their voice, as they discuss the fate of this fortress, and start to get creeped out. Some want to loot the place and flee. Others want to find out what happened. The river is still frozen, so they may suspect goblins, and overlook the coat of ice over everything.

They turn the corner, and Supergoat jumps around, murdering whatever it can. I am afraid to leave my room. I send Baby Minister, and tell him to use his tiny size to sneak around and guide the survivors. the braver dwarves are engaging the monster to save/avenge their loved ones.



Baby Minister returns with a farmer, pale and terrorized. I throw a set of sculpting tools at him as a welcome.

"Welcome to Doomforests. You're a stonecarver now. See this ghost? Make sure he's gone within the week. you can have any room you find that doesn't have a corpse."

Baby Minister returns to the bloodied halls, and soon more dwarves rush into the hiding place I carved for myself. Doomforests is back into business.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: maxcat61 on December 23, 2014, 09:59:00 pm

Look on the bright side: You will not have to worry about running out of food, and your population just doubled. There is only one thing that could cause more fun then what you have right now. That's right, you better pray that a necromancer doesn't come for a visit, or else you would have a very, very fun time.

* If a necromancer does come, remember that I called it.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Taupe on December 23, 2014, 10:08:08 pm

Indeed. While we are on positive notes, now is probably a good time to make your dwarfing requests. Spoiler alert: nobody has a living dwarf in the fort at the moment.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: maxcat61 on December 23, 2014, 10:18:00 pm

Can I be the lone stonecarver? If so, could you call him "Minion". It's always nice to have Minions.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Drokles on December 23, 2014, 10:52:48 pm

Now is probably also a good time to do a DFMA upload just to capture the moment.

On another bright note, in case there was ever any doubt, we seem to have gotten rid of the werebeast problem.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Pencil_Art on December 23, 2014, 11:08:50 pm

Quote from: maxcat61 on December 23, 2014, 09:59:00 pm

* If a necromancer does come, remember that I called it.

THAT would suck.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but...

Post by: Taupe on December 23, 2014, 11:12:42 pm

Ok, I just re-read the thread. you know what REALLY bothers me? during the middle of the second year, the wereantelope attacked. Then there was no mention of it, except for I think in the third year someone mentioned a guy being found dead under suspicious circonstances.

How the hell did nobody notice random citizens turning into a monster every month and murdering people for three fucking years? I have two hypothesis: Either you guys are terrible at noticing important things, OR the victim of the original wereantelope was a baby, who couldn't do anything until it matured to a child and then attacked during my first 3 weeks. that would be some shitty luck right there.

Also, Drokles, your statistic chart made me laugh a lot.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Senshuken on December 23, 2014, 11:22:53 pm

If I recall correctly, the suspicious death was thought to be a vampire at the time. In the event that was the case, well odds are the snail or goat solved that one for us if nothing else did.

I'm happy to be dwarfed again as a military dwarf... once we have enough dwarfs to have a military.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: **Drokles** on **December 23, 2014, 11:40:43 pm**

To be honest, I often had no idea of what was going unmentioned in the fort at times. Some of the rulers have not been very perceptive, so I was not exactly surprised when there was suddenly a werebeast infection that nobody had talked about since Salmeuk's rule. The more I think about it, In fact, it is probably the single most sensible thing to occur here.

Dorf me up, I want to make coffins/slabs/anything burial related!

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: maxcat61 on December 23, 2014, 11:50:19 pm

You know, I think there are 2 main reasons why this catastrophe fun happened.

- 1) The caverns didn't have an emergence sealing lever/trap Ex. collapsing the floor, flooding the entryway, Wall of Bridge.
- 2) The Militia died.

#1 is easy enough to fix... after the goat is gone. #2 needs good equipment and good soldiers. While a good eugenics program, mass conscription is not an effective way to kill things*. I usually get good stuff from merchants. If there is a problem about having things to trade, spiked wooden balls are usually good. I like to have 1 craftsdwarf workshop perpetually making crafts to trade.

*other then dwarves

In conclusion, prepare for the worst, and hope for more migrants.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Salmeuk on December 23, 2014, 11:55:22 pm

Having just read the past few pages of this thread I'm astounded the fort is still alive. Functioning? I don't know if I would call it that, but it is *alive*.

As soon as you mentioned a wereantelope I was all like, "Wait a second. . . "

During my rule the wereantelope murdered the mayor and attacked a second, before my dwarf managed to kill it with an artifact elk bone short sword. I handed my save over soon after, and as such I can't say whether the injured dwarf was ever quarantined. I don't think so, though. Perhaps the random wereantelope attacks were, uh, just not as important as all the murder and mayhem?

I wouldn't mind taking another dwarf. Give me a mason as well, assuming you have more than one.

And keep up the writing, it's pretty damn amazing. The discovery of Astville and the lively Baron should be recorded as one of the greatest moments in succession fortress history.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Drokles on December 24, 2014, 12:09:54 am

Quote from: Salmeuk on December 23, 2014, 11:55:22 pm

And keep up the writing, it's pretty damn amazing. The discovery of Astville and the lively Baron should be recorded as one of the greatest moments in succession fortress history.

I haven't given Taupe much praise yet for all of the awesome that is occurring in this thread, but it really is goddamn amazing to have Taupe playing our fort. I don't think anyone could have been a better asset for Doomforests at this moment in time. I find myself trying to think of a new and better title for the thread on an hourly basis, that's how much is happening around here.

And the fucking thing is still standing. When there was just one stupid ass dwarf left, when clearly the fort had passed its date of expiry, that is when I knew we have something special on our hands.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Pencil_Art on December 24, 2014, 12:31:22 am

Quote from: Drokles on December 24, 2014, 12:09:54 am

Quote from: Salmeuk on December 23, 2014, 11:55:22 pm

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And the fucking thing is still standing. When there was just one stupid ass dwarf left, when clearly the fort had passed its date of expiry, that is when I knew we have something special on our hands.

The truest of speeches of praise. Great job, Taupe!

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but...
Post by: Taupe on December 24, 2014, 12:43:17 am

Ouote

I wouldn't mind taking another dwarf. Give me a mason as well, assuming you have more than one.

Everyone is a mason. As I add more stockpiles and workshops, I'm slowly turning people into masons with extra-curricular hobbies. but for the time being, all the tasks I have for the dwarves are make blocks, move blocks, use blocks, build walls, build coffins, build slabs, move coffins, move slabs, move corpses.

I'm keeping an eye on the thread as I play, dwarfing people as I get the requests. No DFMA for now, tho. spent the last hour trying to make the comrpessor work, to no avail.

Thanks for all the nice comments!

Edit: ugh, now New Senshuken and ghostly old Senshuken are complaining about each other.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: SkaiaMechanic on December 24, 2014, 01:53:15 am

This is my first ever post on here. I've been lurking for a long time, enjoying the community and stories. I knew I had to comment on this.

This fortress is a hilarious disaster of a disaster that got covered in frozen poisonous blood. It doesn't have the length yet to match some of the older epics, but there's been almost as much activity. Who makes a weredwarf an integral part of an offshoot community? How can a fort be so confusing and disastrous that an entire offshoot society appears as well as random night turnings that no one seems to notice for several years? Who wins by throwing dwarves at an immune FB, barely killing it with the last person with a weapon, only to have seconds later arrive another FB appear and dash into the fortress that's twice as bad? Soap worshipers? No decent military to speak of the entire time? Having all the useful supplies down in the caverns that are filled with dangerous creatures that just waltz right in half the time? Any one of these is Dwarf Fortress. All together, this is Doomforests.

And Taupe, I have not laughed so hard at a single person in a succession story since StarkRavingMad in friggin' Boatmurdered. Forget about the dwarves, most players would have given up, died, or gone insane before now. You get all the kudos.

Dwarf me please. This is too good not to be a part of.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Taupe on December 24, 2014, 03:03:56 am



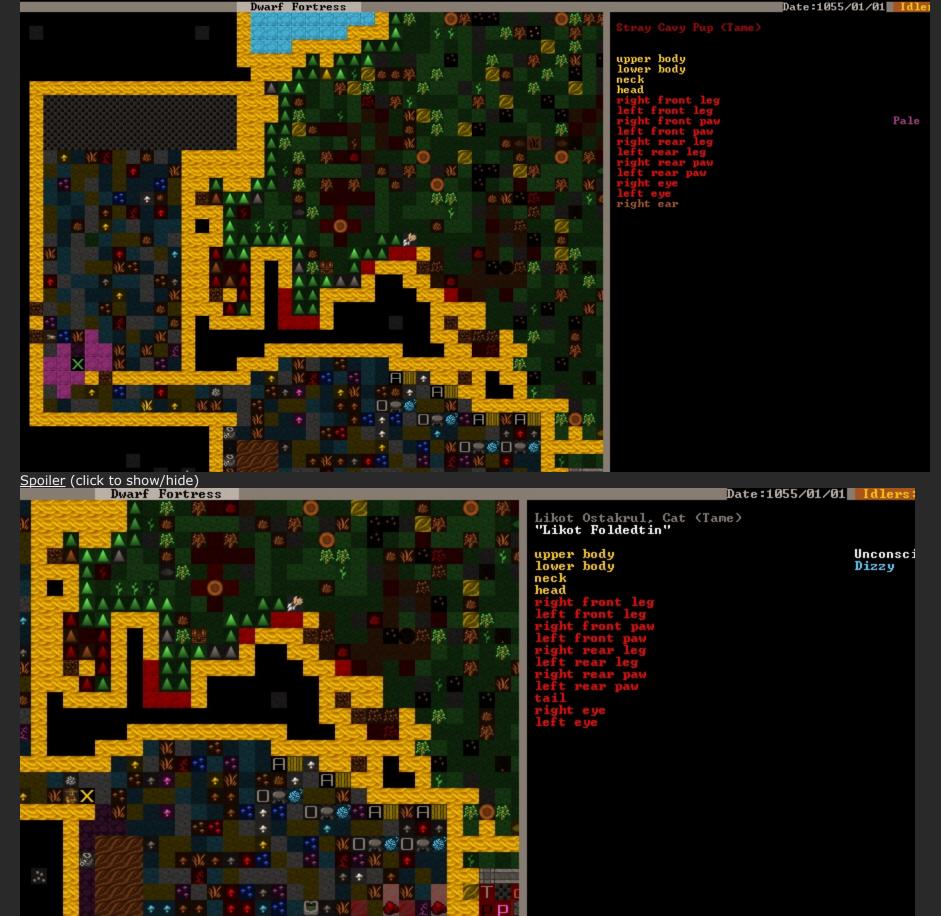
Not sure which day it is exactly. been working day and night on completing this wall-up. At least Supergoat cannot get in from the south passage. I had all the newcomers build workshops and sculpt blocks out of microcline, while I was assembling this little barricade. Still a lot to go, but this is a fine start.



I return to the kennels and find them filled with miasma. there's also miasma in the dinning room, my office, and the farms. strange, I remember making this room my office for it's surprising lack of dead people inside.



Took me a day to find where this was coming from. Apparently some of the animals stepped into the frozen breath during the fight, and started rotting away as they walk around the fort. I ordered a random migrant to take care of that, and pasture the animals in the north chamber. I point at the rest of the idlers, and tell them to start pilling the bodies next to the rotting animals. Miasma party inbound.



Yup, definitely was the animals that were causing the miasma. the living space starts to smell better, and the purple gas starts to fill up the sandy cavern.



Spoiler (click to show/hide)

To be honest, not all animals need to be in the pen with their rotting friends. some are just pets who survived the migrant's unexpected arrival. I order some of the masons to grab a pick, become miners on the side, and start digging little chambers next to the pasture. The newcomers don't all seem to bright, and I don't want one of them butchering a corpse and drop the corrupted meat into our main food stockpile. I'll isolate the infested pets, lock them behind door for a few years, and take the bones out once there is nothing edible left.



The fort is now clean. (ish) As soon as those idiots start to actually produce coffins like I asked, we'll be able to grab the corpses and mke this place fancy again. For now, they are making blocks. Somehow, they are not building the walls like I asked. "Minion, why is nobody building my fucking walls?"

- -Hum, it seems hum... people were asked to use blocks they can't access.
- -Well, can't they just use other blocks, like say, the ones they just carved for that exact purpose?
- -I'm afraid not, sir. You must choose which specific block you want from this list of 1200 blocks.
- -How am i supposed to know which one is which.
- -They are listed by distance.

Ugh, all the blocks are actually the same distance, because there's three layers of storage for that under the center of the fort. aka, unless there is a block or boulder 5 feet away from the building location, there's no way to know which block is which from the list. we have 12 blocks. There are about 100 times that, showing up under every distance possible. I need to find a system.





The miners have done their job with the animalcoves, but they don't have any doors. Ughh, this is getting annoying. Can't anyone do anything here without my direct supervision? I swear, I was accomplishing more on my own. I send the two miners to dig up a crypt. Turning one of the random ore veins into an actual set of rooms shouldn't be too hard, even for those monkey brains.

Mid second month, or whatever:

Not sure which day it is exactly, too busy ordering morons around and micromanaging everything. Pople claim they have no jobs, yet refuse to do the hauling. "Why can't I haul that one corpse over there, i wanna haul *that* one". No, it's off limit. because the supergoat is too close to it. Haul the one you are sitting on instead. Like, please.

He still asks about the other, unreachable corpse 978 times in a row, and thus spends about 2 weeks at the edge of the burrow, staring at this one corpse.

"It's forbidden, I say.

-But what about that other

- -Forbidden.
- -Or maybe that other one...
- -Forbidden.
- -But... but maybe I could go and grab that leg that's...
- -The leg is forbidden. The head, the body, every single thing in this fort is forbidden."

And so I spend the rest of the month being named random objects lying in the fort, and responding to the haulers that no, they can't have it, it's forbidden. Stop sitting near the edge of the burrow trying to attract Supergoat, kthanks. I can't stand it, I need a break. I only have one true friend here in Doomforests.

"I can't take it anymore, they are too dumb.

- -....grrrhhhh
- -No, I know, but whatever I say, they manage to screw it up. thank the gods you are Minister of agriculture, Smunstu.
- -graarg glabu grabbhu
- -Hum, that's a valid point, my friend.

Minister Smunstu is right! All I have to do is ask the masons to move the blocks to a very nearby stockpile, and then I'll be able to choose the right blocks.

* * *

Third month:

I hate them all. They refuse to move the blocks. They can't move them from one stockpile to the other, because they haven't even moved them from the workshop to any form of stockpile in the first place. They filled one to half, then stopped, and half of that is soap blocks.

Screw this, I'll try to use trigonometry to determine the right blocks by locating the ones closest to a soap block. Time is running low, we need to stop fucking around.

* * *

Third month, some other week maybe:

Spoiler (click to show/hide)
Fortress



The feverish child finally died today, and moments later, a random migrant was possessed by the departed spirit. The fool runs trough the unfinished barricade, and claims a bowyer workshop. "We will avenge mommy and daddy, the dwarf says with an otherwordly, childish voice." I need silk, and wood, and gems, and rocks, and gems, and thread!"

Ugh, this is terrible. If we let him finish, he'll run around like a dumbass to grab his items, and attract the Supergoat. If we deny his requests, he may go berserk, run off, and attract the Supergoat. What to do...

Well, we have stone, and thread and silk, no problem. It's actually the only stockpiles we have access to, aside from leather. Rock, obviously, is no problem. cut gems, tho...

"Holy wow, says a dwarf I don't recognize. This place was excavated on a single level following gem clusters. Haven't seen this kind of fort since Boatmurdered, when ol' Stark went raving mad.

- -You know something about gems, I take it?
- -Aye, name's SkaiaMechanic. Currently building coffins, but I could cut you a few gems if you want.
- -Yeah, grab some citrines, I'll tell the miners to demolish a wall in the workshop room to get you something to work with."



Now, all we need is wood. We have none, even if we had access to most of the fort. The only logs left are in Astville, and I sure as all hell ain't going down there just for some bloodcap. I know where to get some, tho. I saw a tree when I jumped off the tower. "Minion, grab an axe, and go cut some wood in the military tower."



Some dwarf with the ghost of the former Senshuken's ghost.

- "I hate you all, I should be alive and leading the army, not a fucking ghost. I told them this would end badly.
 - -Well, you are dead, so go away, this is our fort now.
- -No, screw you wusses, I'm staying here, and I'm taking over your stupid bedroom.
- -Yeah, well, I'm, hum... I'm taking over your *name*!
- -You can't just... do that!
- -Sure can, just did, replies Senshuken II.

Inspired by the former expedition leader, an eager mason decides to rename himself to Drokles the second. I name him Commander, so that he can designate some soldiers to begin training. It's not like they'll get muscles by carrying my fucking blocks around, like i asked. Drokles II names Senshuken II as military captain, and assigns a decent fighter to be his training partner. they turn one of the offices into a basic barrack, and grab whatever equipment they find on the floor. "yeah, I'm sure that'll turn out great" nags the ghostly Senshuken.



I'm not sure we can afford to have the possessed guy running around, so I start doubling my efforts to locate the right block, and seal this place off. Salmeuk is apparently smart enough to locate a good block, and seals the caverns. then he falls alseep in them. Ughhhh.



Next, old Drazoth's doorway has to be sealed. This will complete the first half of the barricade. People keep going in and out to grab corpses and legs. "They're forbidden now, build that stupid wall!"

Spoiler (click to show/hide)

Rakust Itebdoren, Dwarven Child has been missing for a week. Lokum Tuloncog has begun a mysterious construction!

He finally has enough to start his damned crossbow. "Not a second too soon, that was the last of the available citrines, declares skaiaMechanic. Well, back to making coffins for me!" In gathering his incredients, the moody dwarf disturbed the Supergoat, and almost wiped out the fort. We have no time to lose. Just seal the wall, at any cost!

Uggh, I can't believe I'm going to say that. The only blocks I'm able to locate efficiently amidst the 1200 blocks are the soap ones. we build the second half of the barricade out of soap. It's completed within 5 minutes.

Good job, PsychoAngel. You saved the fort again.

Spoiler (click to show/hide)

Lokum Tuloncog, Woodworker has created Zustashlaven, a apricot wood crossbow!

||______ Spoiler (click to show/hide)

This is a apricot wood crossbow. All craftsdwarfship is of the highest quality. It is encrusted with cushion basalt cabochons and encircled with bands of llama wool and square cut citrines. This object is adorned with hanging rings of reindeer bone and menaces with spikes of apricot wood.

On the item is an inage of Unib Fangaxe the dwarf and dwarves in basalt. Unib Fangaxe is surrounded by the dwarves. The artwork relates to the rise of the dwarf Unib Fangaxe as an enemy of The Town of Stroking in the early spring of 1047 during The Rampage of the dwarf Unib Fangaxe in Channeledmirrored.

On the item is an image of Lor Mirroredfleshes the dwarf and dwarves in citrine. Lor Mirroredfleshes to the position of queen of The Town of Stroking in 82.

On the item is an image of a earring in pig tail fiber.

The fool returns with an artifact crossbow, not a second too soon. As soon as he walks in, we seal the wall as Supergoat starts giving chase. The fort is now impervious to its attacks for the time being. My nemesis is contained by the barricade o' soap on one side, and the raised bridge on the other. with the need for blocks fulfilled, I announce to Drokles that he is now the head of the masons, and thus our manager. I will no longer be working with him. He is now responsible for the production of slabs and coffins.

"But what will you do now?

-Operating and running a mechanics operation, I respond while reaching for a set of blueprints protected by a bull-shaped wax seal. It's time for the next part of my little project."

It is now summer, I notice while eyeing the giant olm inside his cage. Things are about to get very interesting...

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Senshuken on December 24, 2014, 03:44:36 am

Well, they always did say that a dwarfs worst enemy is himself...

Well, himself and goats. Snails too.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Salmeuk on December 24, 2014, 04:46:46 am

Don't blame Salmeuk, he suffers from insomnia these days. . . due to the massive fucking supergoat that haunts this place.

Diary of Salmeuk

I oversaw the construction of the final barricade today, having been directed by Taupe to just finish the damn thing. We had been waiting for his list of the building materials, but he kept complaining about the state of the Stocks.

You see, when our bookkeeper first set about listing all the goods and materials of Doomforests, he assembled the information into one

giant leatherbound ledger. He put his heart into that thing, and as a result we were able to effectively remove any wasted time from not knowing where this or that item was placed.

However, that was nearly half a decade ago. I've been told this place was visited by disaster in the second year, and that disaster never left. That ledger full of stock information has somehow survived destruction, but it isn't without damage: the bindings are loose, the cover is cut and burnt, and the pages are stained with blood. The records inside, however, are faultless due to constant and almost religious updating of the counts and as such the ledger is a valuable tool for the survival of this fort. Overseer's of years past have always passed it down to the next in line (assuming they were alive to do so. . .) and as a result it sits in the hands of our current leader: Taupe.

What does this have to do with building a block wall, you ask? We constructed a few blocks to finish filling the gaps in the barricade. Taupe wanted to update the ledger with the new items, but because of the large goat-beast that stands between us and the large block stockpiles he "couldn't adjust the block counts appropriately." No one really knew what he meant but his intense glare put a stop to any questions. None of us want to risk the wrath of a clinically insane dwarf, especially a doctor that knows how to cut off your arm and keep you alive. As it stands, despite having access to freshly-made blocks of stone Taupe wasn't willing to let us use them. So instead he made us use soap.

You read that right. Due to his obsession with bureaucratic perfectionism and religious adherence to a bundle of paper we had to use soap. . .

I moved my sleeping quarters as far away from the soap 'wall' as I could, and stole a pickaxe to hid underneath my bed. I have no intention of being the first to meet that goat face-to-face (no matter how clean he might end up after sticking his hooves through the wall). Should we encounter a breach in the wall, my plan is to dig my way to the caverns and start afresh.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: maxcat61 on December 24, 2014, 11:17:54 am

Hey PsychoAngel. I heard that you like soap, so here is a thread about other people that like soap. http://www.bay12forums.com/smf/index.php?topic=45908.75

Apparently Dwarven soap only dissolves in beer, not water (This is my assumption). How else would they make a tower out of it without it dissolving?

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Taupe on December 24, 2014, 06:54:01 pm

Early summer:

I've begun work on mechanisms and trap cage wiring. Since I need to be doing two things at the same time, I've recruited SkaiaMechanic as my new helper.

Spoiler (click to show/hide)

This is a well-crafted microcline memorial to `Senshuken' Bimumam. The slab reads "In memory of `Senshuken' Bimumam / Born 1020 / Struck down by the forgotten beast Snustrok Deepstandards the Prime Hero in The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the year 1054 / Militia Captain of The Hall of Mortality in 1054 / Admirer of giant capybaras".

Drokles is also doing a great job of managing the work orders. Coffins are being hauled to the new crypt, and Old Senshuken has finally been put to rest. Bad new, tho, the new Senshuken just spent 3 weeks mimicking the ghost to annoy it, and now he's essentially just like his former namesake. He's wielding the artifact crosbow, now, but we don't have any bolts.





Some kobolds are trying to sneak inside the fortress. they are really, realy good at finding secret entrances. I decided to momentarily activate the river bridge and let them in. The temperature dropped for a moment, I assume they met Supergoat.

Spoiler (click to show/hide)

'Engraver-Guy' Rodembim, Minister of Health cancels Detail Floor: Shaken.

Engraver-Guy is back on his feet, after three months of surgery. He's trying to get some work done, but stops, because he's horrified by what he sees around him. Too many corpses, he says. Well, what did you expect when i mentioned everyone but the two of us died?



FPS: 100 (48) Trade Goods Available to be Moved (large giant cave spider sil (large gremlin leather robe) =bayberry wood bucket= =Finished Goods Bin (maple) =Finished Goods Bin (apricot #Finished Goods Bin (apricot (pig tail fiber cloak) (large giant earthworm leath =Finished Goods Bin (pecan w *Finished Goods Bin (almond copper nuggets A11 [PENDING] Distance: 1 Distance: [PENDING] Meat Fish Distance: Plants Distance: [PENDING] Fruit and Nuts Distance: [PENDING] Distance: Distance: Distance: Garden Vegetables [PENDING] Seeds [PENDING] [PENDING] Drinks Digging Implements Distance: [PENDING] Weapons Distance: copper nuggets
(large giant porcupine leath
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p: Pending on top m: Culling on mandates
v: View good 468293: Scroll ESC: De s: Select Sorting by distance Enter: Move this category p: Pending on top v: View good

The merchants from the human cities have shown up. The place being relatively safe, I ordered the walls to be deconstructed. While they approach the fortress. Told the idlers, led by my Minion, to take care of the hauling, and bring whatever we didn't use to the Depot while the masons worked on the wall. I also had to build a new Depot, since wereantelope trashed the previous one. thank god we don't have to deal with that anymore. The new Depot is made of soap, because fuck this administration.

Salmeuk is unsatisfied of my managing methods, so i named him bookkeeper and told him to do better if he was so smart. Good luck with that, mister Fall-Asleep-In-a-Hole.

* * *

Mid-Summer:

God damnit! Salmeuk's complains have gathered a few dwarves under his banner against my rule, and they elected him mayor. They can't do that, last election was only three months ago!

Spoiler (click to show/hide)

```
Merchants have arrived and are unloading their goods.
Fath Avednil, Farmer cancels Dig Channel: Forbidden area.
'Taupe II' Gesisoddom, Mad doctor cancels Dig Channel: Forbidden area.
'Taupe II' Gesisoddom, Mad doctor cancels Load Cage Trap: Needs empty
cage.
'Taupe II' Gesisoddom, Mad doctor cancels Dig Channel: Forbidden area.
→Some migrants have decided to brave this terrifying place, knowing it may
be their tomb.
```

Thankfully, the wall is down, and the wagons start heading our way. While they waited, they were joined by a group of migrants. Ten of them, if i can count, making our numbers rise to 32. I tell them to grab some stuff around, and help bringing crap to the Depot once they reach the fortress. Most of them pick up random shit outside and carry them to Doomforests with them. Better here than in the woods, I suppose.

On another topic, Salmeuk named SkaiaMechanic as our broker, and he's now busy hauling stuff as well. A migrant specializing in gemcutting offers to take over SM's duties. SkaiaMechanic gets his own office, and Salmeuk claimed the awesome bedroom made with golden furniture, once belonging to baron Drazoth. now that my assistant is busy being a broker, work on my project is going slowly.



I'm designating two new mining operations, since the crypt is large enough for now. The first one is a shaft leading down to astville into the well room. We'll seal off the door to the caverns, seal off the base of the old staircase, and erect a wall in the forge to prevent monsters from flying in. Rearranging the forges with floors and adequate lava shafts should block access to magma creatures as well. Astville has water, it's a good place to set up mining operations, and we'll make good use of those fancy housing blueprints made by old Atir, may his soul rest in piece.

"Thanks, bro, says Atir.

- -Drokles, we need more engraved slabs.
- -Sure thing, doctor."

Spoiler (click to show/hide)



The second mining project will provide us with wood, without leaving our comfy new Monster-free colony. Astville has some bloodthorn logs stored in it, or so Ghost Atir claims, but it will barely be enough to seal the forges from flyiers. We'll need wood for beds, cause those migrants won't re-elect me if i let them sleep on the floor. So I'm having the miners channel the area between the farms and the body dump, now that we got rid of the miasmic animals. by digging this place down 2 layers, we should have enough room for cavedust magic to occur, and spore trees to grow. They will grow fast, nourishing on the bodies lying around and the roots from the trees above.

Annnd, it's back.

Spoiler (click to show/hide)

The Wereantelope Dether Ethlalpirni Sabu Jeha has come! A large antelope twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow blue. Its black hair is long and straight. Now you will know why you fear the night.

Apparently, we are not the only settlement haunted by wereantelopes. One of the migrants, or one of the human traders, turned into a monster the second it bypassed our defenses.

So much for going a full month without a ravenous monster wandering our halls.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Salmeuk on December 24, 2014, 07:17:40 pm

Quote from: Taupe on December 24, 2014, 06:54:01 pm

and Salmeuk claimed the awesome bedroom made with golden furniture, once belonging to baron Drazoth.

I don't want to jinx my dwarf but that room is bad luck. Like, this entire fortress is already bad luck but that room in particular trumps everything. . .

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Taupe on December 24, 2014, 07:20:02 pm

It's fine, we removed most of the twenty corpses littering it. Plus, while in your room, you can only be attacked by one of the two bloodthirsty creatures roaming the fortress at the moment.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Drazoth on December 24, 2014, 07:51:02 pm

Wow, good job on keeping this place alive Taupe, I'll make sure to name at least one dwarf in each of my own forts in your honour. Also, I would like to be redwarfed as some sort of metalworker if possible.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: SkaiaMechanic on December 24, 2014, 08:04:40 pm

Now the game's just being lazy.

"Ooh, you reached out of the bottomless pit and started anew, huh? Gotta bunch of new dwarves, huh?

Well now I'm out of ideas. So! The game that brought you last season's blockbuster hit "Ast the Wereantelope" comes "Wereantelope II: Because Screw You That's Why!"

Coming to a masterfully-done stone wall carving near you this holiday season!"

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Senshuken on December 24, 2014, 09:46:23 pm

Just sit back and watch the humans blame us for this one.

It's not our fault that the werebeast you brought with you transformed when you reached our fortress! Trade with us your bastards!

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: maxcat61 on December 24, 2014, 09:57:01 pm

I still think that with proper applications of pressure pads, water, and cages, were-beasts can be utilized as efficient shock troops. The best way to use then would be to seal them in a 1x2 room, with the floor consisting of food and a hatch hooked up to a lever. Lock werebeast in and forget about it until siege. In addition, it would also be a fort saver if all other dwarves die (again).

* = food

= wall

& = were-beast/hatch

###

#*#

#&# ###

Easy enough to mass produce. Can also be reset to drop prisoners (ex, the Minotaur). Just use pathing to get the creature to stop over the hatch.

% = cage with monster

H = hatch

\$ = fortress

D = door

###

#%#

#D#

#H#

#D# #\$#

The doors can be switched with bridges if you are worried about building destroyers.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Pencil_Art on December 24, 2014, 10:09:47 pm

Quote from: Taupe on December 24, 2014, 06:54:01 pm

Spoiler (click to show/hide)

Press Enter to close window

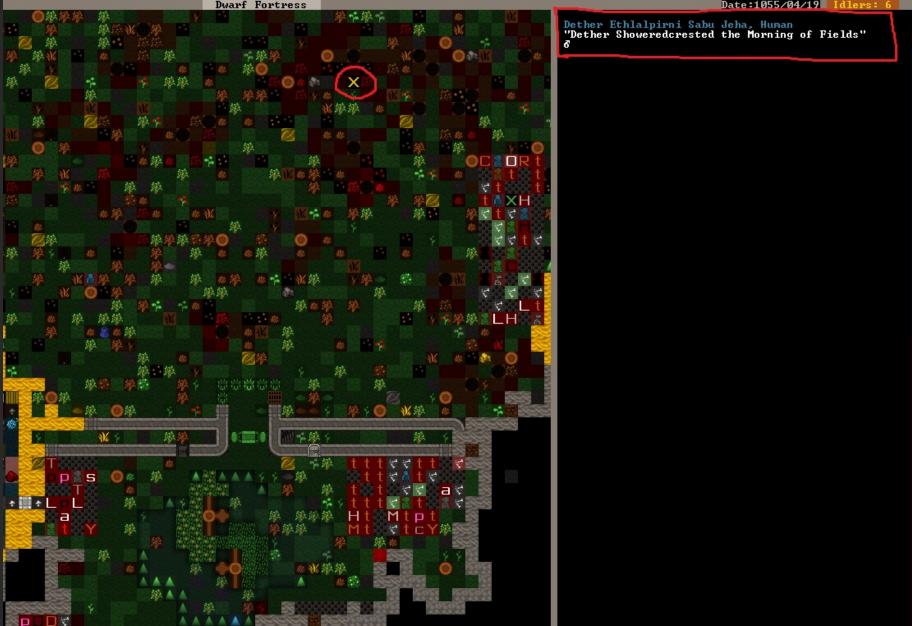
Apparently, we are not the only settlement haunted by wereantelopes. One of the migrants, or one of the human traders, turned into a monster the second it bypassed our

So much for going a full month without a ravenous monster wandering our halls.

Here we go again!

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Taupe on December 25, 2014, 12:16:53 am

Late summer:



Well, the werebeast was part of the human traders convoy. It attacked them, got injured, fled, and turned back into a human. I ordered the kinetic swans to catch up with it and kill the asshole, but even as a non-antelope, the culprit fled swiftly. Important note for the future: do NOT let the human merchants in again. They are most likely infected. humans were the one to bring about *this* curse here in the first place. I think we should seal the depot access, wait for a full moon, and then open the walls to conduct business with them. I think sealing off migrants in an antichamber with food and beds until the full moon would also be a smart choice, to make sure we don't ever welcome one of those wereantelopes inside our walls.

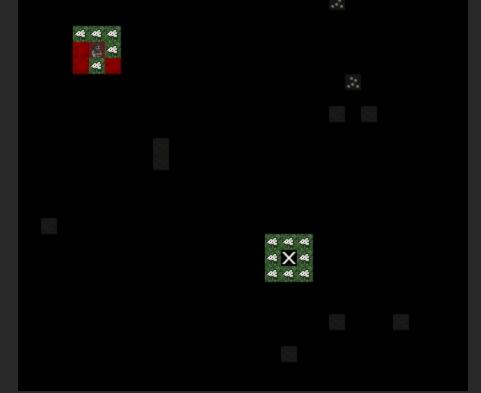
If we do locate one of those creatures, I have... plans... for them.



Meanwhile, it seems that right under the first layer of dirt is raw basalt, unfit for tree production, sporific or otherwise. Will need alternate source of logs. could not conduct business with the human traders because one of them turned into a monster.

Spoiler (click to show/hide)





To get logs for at least a few beds, I order my lackeys to dig toward astville using a new shaft. there shall be two corridors filled with doors. Should we ever need to isolate either part of the fort, or face a threat, we can lock the doors to hold invaders while we seal off the corridor.

While digging, our miners locate a cluster of both green zircon and amethysts. There's also marble, a flux stone, should we ever become industrious enough to forge some fucking steel.

Spoiler (click to show/hide)



Annnnnd, welcome to Astville, where we are met with a wonderfully crafted well and the rotting and headless body of our mayor. Hi, Drazoth!

Yeah, better seal off the place asap. there are logs nearby, but I prefer to use the few boulders we created while excavating down. Stone beds aren't the most awesome thing to sleep on, let's be honest.

Spoiler (click to show/hide)

A vile force of darkness has arrived!

Press Enter to close window

Citizens (32) Pets/Livestock (24) Others (137) Dead/Missing (412)	
Ngoso, Troll	Inuader
Bosa, Troll	Invader
Bosa, Troll	Invader
Damsto, Troll	Invader
Zolak, Troll	Invader
Olngo, Troll	Invader
Em, Troll Stozu, Troll	Invader
Stozu, Troll	Invader
Strodno, Troll	Invader
Olngo, Troll	Invader
Ozud, Troll	Invader
Estrur, Troll	Invader
Ngokang, Troll Gozru, Troll	Invader
Stasost, Troll	Invader
Stosbub, Troll	Invader
Smunstu, Troll	Invader
Zolak, Troll	Invader
Smunstu Umungazstrog, Goblin Swordsman	Invader
Damsto Ungngostrodno, Goblin Axeman	Invader
Snodub Omosnun, Goblin Bowman	Invader
Ber Smuslourar, Goblin Lasher	Invader
Zolak Zomespo, Goblin Hammerman	Invader
Stosbub Amxuormo, Goblin Lasher	Invader
Stosbub Strubgozru, Goblin Lasher	Invader
Tode Baxxestosbub, Goblin Swordsman	Invader
Asno Songuslot, Goblin Pikeman	Invader
Nako Ngomonxo, Goblin Crossbowman Stosbub Songexzas, Goblin Axeman	Invader
Smunstu Stoslodostngosp, Goblin Hammerman	Invader
Utes Kutsmobngob, Goblin Swordsman	Invader
Olngo Nogstozu, Goblin Axeman_	Invader
Stosbub Azstrognadog, Goblin Bowman	Invader
Bax Snosnuaslot, Goblin Lasher	Invader
Dang Zoboazstrog, Goblin Swordsman Bosa Atonnako, Goblin Bowman	Invader
Bosa Ologobuku, Goblin Maceman	Invader
Mato Songrosnus, Goblin Lasher	Invader
Ngokang Uzetkutsmob, Goblin Swordsman	Invader
Ago Dostngospmoklo, Goblin Spearman	Invader
Stasost Songebrog, Goblin Spearman	Invader
Stosbub Sasmokzolak, Goblin Spearman Em Otdastasost, Goblin Spearman	Invader
Strodno Snangsnungo, Goblin Axeman	Invader
Amxu Songodsnen. Goblin Maceman	Invader
Em Osmzenako, Goblin Spearman	Invader
Utes Olosem, Goblin Swordsman	Invader
Opeya Nawiolaca, Troll Lasher	Invader
Ngom Urabuksos, Goblin Pikeman Utes Oslaruksos, Goblin Swordsman	Invader
Zolak Osmosnyulasm. Goblin Maceman	Invader
Gozru Ngerxungngoru, Goblin Pikeman	Invader
Aslot Songrosusm, Goblin Pikeman	Invader
Amxu Ozranngom, Goblin Pikeman	Invader
Stäsost Omospudbod, Goblin Maceman	Invader
Ozud Umsnosmsmunstu, Goblin Crossbowman	Invader
Ngom Ukusstasost, Goblin Swordsman Ngokang Sumspausbu, Goblin Swordsman	Invader
ngonang banopaassa, dostin badrashan	11100001
v: View Unit z: Go to Unit b: Go to Bld m: Manager x: Remove Worker	
r: Set Job Repeat s: Suspend Job c: Cancel Job	
Before I can do much of anything with this new area we've gained access to I'm called back unstairs, a vile force	of darkness has a

Before I can do much of anything with this new area we've gained access to, I'm called back upstairs. a vile force of darkness has arrived. Goblins. And trolls. they can't reach us, thank Armok and my cleverness for that, but they represent a clear and present danger to any would be trader, or migrant. Thankfully, I have just the thing for them.

Spoiler (click to show/hide)



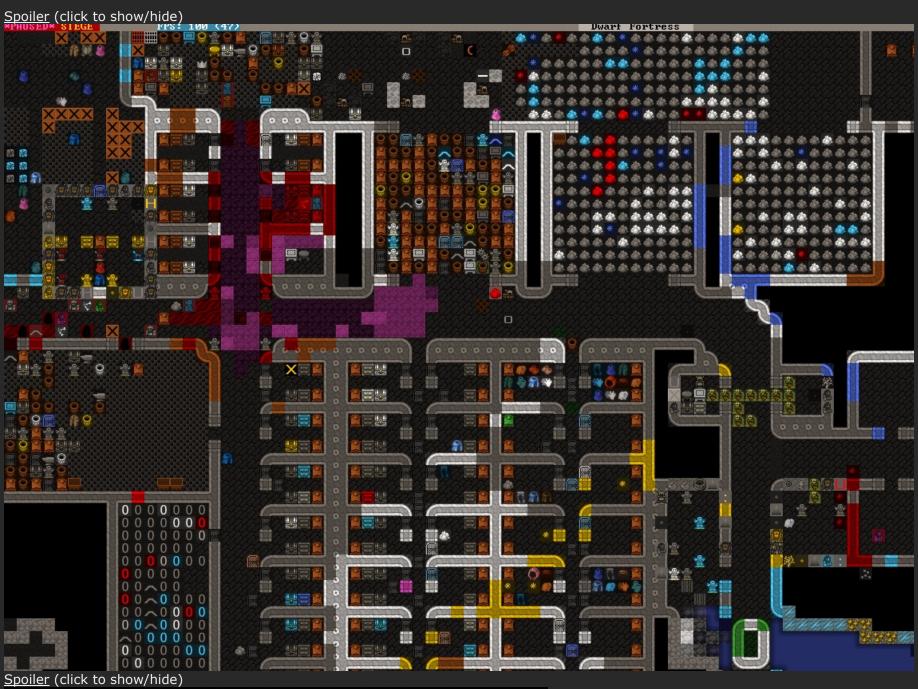
Unless they can path inside the fortress, the goblins and trolls will remain outside and roam the countryside, killing any would-be migrants for this season, and probably the next two or so. thankfully, i see no harm in welcoming them. they are, after all, the relatives of my good Minister of Agriculture, mister Smunstu. Any friend of my friend is welcome to doomforests.

I activate the southern bridge, opening up the fortress to any would be invader.

Early autumn:



I wasn't able to wire all I wanted, but this will have to do. I order the eastern wall torn apart to connect the upper section of the staircase to connect with the old fortress, and command Drokles' masons to seal off the entrance to my lair. I'm sorry, remaining troglodytes, you don't get to be part of my awesome experiment. Maybe next time?



the Forgotten Beast Erong Gongithrulush Amas Gemesh is fighting!
the Goblin Swordsman Smunstu Umungazstrog is fighting!
the Goblin Lasher Ber Smuslourar is fighting!
the Goblin Crossbowman Ozud Umsnosmsmunstu is fighting!
the Goblin Axeman Stosbub Songexzas is fighting!
the Goblin Spearman Stosbub Sasmokzolak is fighting!
the Goblin Pikeman Asno Songuslot is fighting!
the Goblin Swordsman Utes Kutsmobngob is fighting!
the Goblin Swordsman Nyokang Uzetkutsmob is fighting!
the Goblin Maxeman Olngo Nogstozu is fighting!
the Goblin Maxeman Olngo Nogstozu is fighting!
the Goblin Maxeman Strodno Snangsnungo is fighting!
the Goblin Swordsman Ngomgozolo is fighting!
the Goblin Swordsman Utes Olosem is fighting!
the Goblin Swordsman Utes Olosem is fighting!
the Goblin Swordsman Ngokang Sumspausbu is fighting!
the Goblin Dowman Stosbub Azstrognadog is fighting!
the Goblin Lasher Bax Snosnuaslot is fighting!
the Goblin Lasher Mato Songresnus is fighting!
the Goblin Spearman Emosmoglis fighting!
the Goblin Spearman Emosmzenako is fighting!
the Goblin Spearman Emosmzenako is fighting!
the Goblin Maxeman Bosa Olngobuku is fighting!
the Goblin Maxeman Bosa Olngobuku is fighting!
the Goblin Bowman Snodub Omosnun is fighting!
the Goblin Bowman Snodub Omosnun is fighting!
the Goblin Bowman Snodub Omosnun is fighting!
the Crundle is fighting!

The goblins wait for the river to freeze, and then cross the brook to enter via the bridge. They charge in, hoping to discover riches and loot. What they mostly discover, instead, is my good ol' pal Supergoat.

```
Erong Gongithrulush Amas Gemesh, Forgotten Beast
"Erong Squidsplashed the Depth of Conflict"

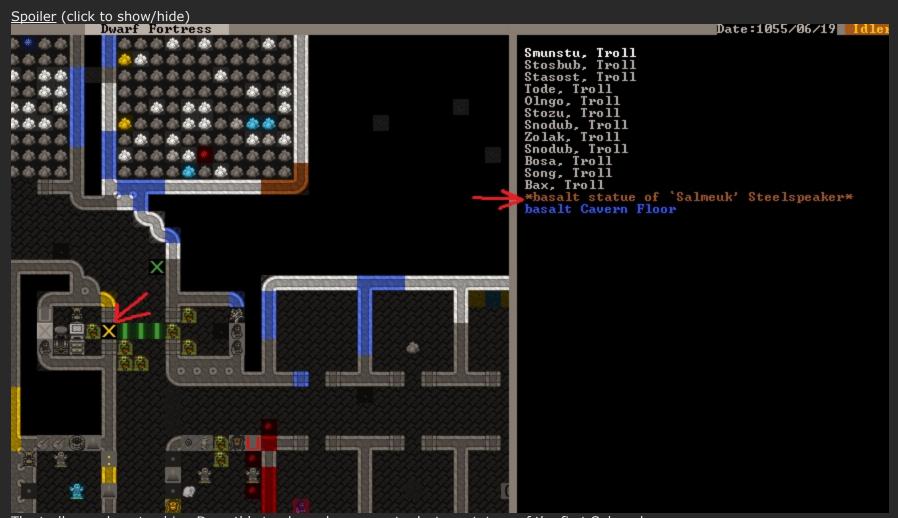
upper body
lower body
neck
head
right front leg
left front leg
right front hoof
left front hoof
right rear leg
left rear leg
right rear hoof
left trear hoof
left trear hoof
tail
right antenna
left antenna
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Spoiler (click to show/hide)

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Smunstu Umungazstrog, Goblin Swordsman
Ber Smuslourar, Goblin Lasher
Asno Songuslot, Goblin Pikeman
Dang Ngomzozlo, Goblin Swordsman
Smunstu Stoslodostngosp, Goblin Hammerman
Utes Kutsmobngob, Goblin Swordsman
Olngo Nogstozu, Goblin Axeman
Stosbub Azstrognadog, Goblin Bowman
Bax Snosnuaslot, Goblin Lasher
Dang Zoboazstrog, Goblin Swordsman
Bosa Olngobuku, Goblin Maceman
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Mato Songrosnus, Goblin Lasher
Ago Dostngospmoklo, Goblin Spearman
Stasost Songebrog, Goblin Spearman
Strodno Snangsnungo, Goblin Axeman
Em Osmzenako, Goblin Spearman
Utes Olosem, Goblin Swordsman
Ozud Umspeasmsmungtu, Coblin Crossbar
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                                                                                                                                                                                                                                                                                                 Deceased
Ozud Umsnosmsmunstu, Goblin Crossbowman
Ngokang Sumspausbu, Goblin Swordsman
Ngom Mogstosbub, Goblin Hammerman
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Tofokochrinkus, Kobold Thief
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The trolls are too dumb to help, and stay behind, trashing Drazoth's tomb. for a noble, every aspect of his death sure lacked respect or classiness. Supergoat makes short work of the goblins, but the little assholes took hold of weapons and armors lying around, and were able to inflict some severe damage on Doomforests' famous foe. It is now bleeding heavily. Sob.

needless to say, most of the goblins are dead. those who survive mostly spend the next week or so runnign around while rotting alive, filling the fort with a miasmic cloud it is all too well aquainted with.



The trolls are done trashing Drazoth's tomb, and move on to destroy statues of the first Salmeuk.

Erong Gongithrulush Amas Gemesh, Forgotten Beast is no longer enraged. The Goblin Hammerman bashes The Forgotten Beast in the right rear hoof with her ((iron maul)), bruising the fat!

The Forgotten Beast misses The Goblin Hammerman! The Goblin Hammerman bashes The Forgotten Beast in the upper body with her ⟨⟨iron maul⟩⟩, bruising the fat!

The Forgotten Beast misses The Goblin Hammerman!

The Goblin Hammerman bashes The Forgotten Beast in the right rear leg with her ⟨⟨iron maul⟩⟩, but the attack glances away!

The Forgotten Beast attacks The Goblin Hammerman but She jumps away!

The Goblin Hammerman bashes The Forgotten Beast in the neck with her ⟨⟨iron maul⟩⟩, bruising the fat!

The Forgotten Beast is caught in a cloud of Frong Squidsnlashed the Der The Forgotten Beast catches The Goblin Hammerman's right hand with The Forgotten Beast's right rear leg!
The Forgotten Beast locks The Goblin Hammerman's right wrist with The Forgotten Beast's right rear leg! The Goblin Hammerman misses The Forgotten Beast! The Goblin Hammerman bashes The Forgotten Beast in the left front leg with her ({iron maul}), bruising the fat!
The Forgotten Beast misses The Goblin Hammerman!
The Forgotten Beast attacks The Goblin Hammerman but She jumps away! The Forgotten Beast attacks The Goblin Hammerman but She jumps away! The Goblin Hammerman bashes The Forgotten Beast in the right front hoof with her ((iron maul)), bruising the fat!
The Forgotten Beast attacks The Goblin Hammerman but She jumps away!
The Forgotten Beast attacks The Goblin Hammerman but She jumps away! Spoiler (click to show/hide)

The Forgotten Beast attacks The Goblin Hammerman but She jumps away! The Goblin Hammerman bashes The Forgotten Beast in the neck with her ((iron maul)), bruising the fat! The Forgotten Beast attacks The Goblin Hammerman but She jumps away! The Goblin Swordsman stabs The Forgotten Beast in the right front leg with his ((copper scimitar)), tearing the muscle!

The Goblin Maceman bashes The Forgotten Beast in the right rear hoof with her ((iron flail)), bruising the fat!

The Forgotten Beast misses The Goblin Swordsman!

The Goblin Pikeman stabs The Forgotten Beast in the right front hoof with her ((copper pike)), tearing the muscle and bruising the bone!

A ligament has been torn and a tendon has been torn!

The Goblin Axeman punches The Forgotten Beast in the right rear leg with his left hand, bruising the muscle!

The Forgotten Beast is caught in a cloud of Frong Squidsplashed the Denth of Erong Squidsplashed the Depth ng Squidsplashed the Dej Spoiler (click to show/hide)

```
of Conflict's forgotten beast frozen extract!
The Forgotten Beast is caught in a cloud of Erong Squidsplashed the Depth of Conflict's forgotten beast frozen extract!
The Goblin Maceman bashes The Forgotten Beast in the left front hoof with her ((silver morningstar)), tearing the fat!
The Goblin Pikeman stabs The Forgotten Beast in the head with her ((copper pike)), tearing the muscle and fracturing the skull!
A tendon in the skull has been torn!
The Goblin Maceman bashes The Forgotten Beast in the right rear leg with her ((copper mace)), bruising the muscle!
The Forgotten Beast is caught in a cloud of Erong Squidsplashed the Depth of Conflict's forgotten beast frozen extract!
The Forgotten Beast bites The Goblin Pikeman in the right hand, tearing apart the muscle through the ((caue spider silk right glove))!
An artery has been opened by the attack and a sensory nerve has been severed!
The Forgotten Beast latches on firmly!
The Goblin Axeman hacks The Forgotten Beast in the upper body with his ((iron great axe)), tearing the fat!
The Goblin Maceman bashes The Forgotten Beast in the left rear hoof with his right hand, bruising the muscle!
The Goblin Pikeman punches The Forgotten Beast in the left rear hoof with his right hand, bruising the muscle!
The Goblin Maceman bashes The Forgotten Beast in the upper body with her ((iron flail)), bruising the fat!
The Forgotten Beast shakes The Goblin Pikeman around by the right hand and the right hand collapses!
An artery in the right hand has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!
```

Spoiler (click to show/hide)

A medium-sized humanoid driven to cruelty by its evil nature.

FPS: 100 (48) Zolak Htxuspgas

His left eye is rotten. His right eye is rotten. His left hand is rotten. His upper lip is rotten. His lower lip is rotten. His right eyelid is rotten. His fifth toe, left foot is rotten. His fifth toe, right foot is rotten. His first toe, right foot is rotten. His first toe, left foot is rotten. His first toe, right foot is rotten. His first toe, left foot is rotten. His first toe, right foot is rotten. His first toe, left foot is rotten. His second toe, right foot is rotten. His first toe, left foot is rotten. His first finger, left hand is rotten. His second finger, right hand is rotten. His second finger, right hand is rotten. His first finger, left hand is rotten. His first finger, left hand is rotten. His first finger, left hand is rotten. His first finger, right hand is rotten. His first finger, left hand is rotten. His left foot is rotten. His first finger, right hand is rotten. His left lower leg is rotten. His left lower arm is rotten. His right lower leg is rotten. His left lower arm is rotten. His left lower hody is rotten. His right upper arm is rotten. His lower hody is rotten. His somewhat long nose is broad. He has a broad round chin. His nose bridge is convex. His slightly sunken red eyes are wide-set. His somewhat narrow ears are slightly flattened. His ears are somewhat short. His hair is amethyst. His skin is dark green.

a lone goblin finds Supergoat crying in a corner, bleeding out. The goblin gets shot by the extract, and dies in due time, but inflicts a fatal wound to the Forgotten Beast.

Spoiler (click to show/hide)



While this is going on, the remaining goblins decide to sleep among the masma and the ice breath instead of helping. Teamwork.

<u>Spoiler</u> (click to show/hide)

Smunstu Umungazstrog, Goblin Swordsman
Ber Smuslourar, Goblin Lasher
Asno Songuslot, Goblin Pikeman
Dang Ngomzozlo, Goblin Swordsman
Smunstu Stoslodostngosp, Goblin Hammerman
Utes Kutsmobngob, Goblin Swordsman
Olngo Nogstozu, Goblin Axeman
Stosbub Azstrognadog, Goblin Bowman
Bax Snosnuaslot, Goblin Lasher
Dang Zoboazstrog, Goblin Swordsman
Bosa Olngobuku, Goblin Maceman Deceased Mato Songrosnus, Goblin Lasher
Ngokang Uzetkutsmob, Goblin Swordsman
Ago Dostngospmoklo, Goblin Spearman
Stasost Songebrog, Goblin Spearman
Strodno Snangsnungo, Goblin Axeman
Em Osmzenako, Goblin Spearman
Utes Olosem, Goblin Swordsman
Ozud Umsposmsmunstu, Goblin Crossbowma Deceased Deceased Deceased Deceased Deceased Deceased Deceased Ozud Umsnosmsmunstu, Goblin Crossbowman Ngom Ukusstasost, Goblin Swordsman Ngokang Sumspausbu, Goblin Swordsman Ngom Mogstosbub, Goblin Hammerman Deceased Deceased Deceased Deceased Deceased Erong Gongithrulush Amas Gemesh, Forgotten Beast Deceased Deceased Deceased Tofokochrinkus, Kobold Thief Deceased Giant Dingo Deceased

It matters not. After three seasons of haunting Doomforests, Supergoat is no more.

Mid autumn:



Date:1055/06/19

Well, time to have fun. The goblins want to leave, but they are obviously not aquainted with the customs of this fort. nobody leaves Doomforests alive, you see. That's what I learned over the painful, bloodsoaked years. Oups, there goes the bridge.



First, let's begin with some crundles. The little buggers aren't tough on their own, but together they...

Spoiler (click to show/hide)

Umpgh, ok, so they all died too easily. Thankfully I have more than one trick up my sleeve.



"fly, my pretty!" I scream while unleashing the giant olm.

Spoiler (click to show/hide)

```
The Giant Olm strikes at The Goblin Axeman but the shot is blocked!
The Goblin Axeman hacks The Giant Olm in the head with his ((iron great axe)), tearing apart the muscle, fracturing the skull!
An artery has been opened by the attack!
A tendon in the skull has been torn!
           Giant Olm gives in to pain.
Giant Olm falls over.
The Goblin Axeman hacks The Giant Olm in the head with his ((iron great axe)) and the severed part sails off in an arc!
```

...Fuck.

Spoiler (click to show/hide)



It's not over, tho, I still have more creatures to dispose of! Time to get serious!

```
The Minotaur jumps away from The flying (Copper holt)?!

Jumps Makedala Gustartuk, Minotaur: I was confined. I'm so anxious!

Jumps Makedala Gustartuk, Minotaur: I got caught in a miasma. So

Jumps Makedala Gustartuk, Minotaur: I got caught in a miasma. So

The Minotaur grabs The Goblin Axeman by the fourth finger, left hand with

this left lover arm!

The Goblin Axeman is unable to break the grip of The Minotaur's left

lower arm on The Goblin Axeman's fourth finger, left hand!

The Goblin Axeman misses The Minotaur!

The Minotaur releases the grip of The Minotaur's left lower arm on The

Goblin Axeman's fourth finger, left hand.

The Minotaur spabs The Goblin Axeman by the lower left back teeth with

Minotaur spabs The Goblin Axeman by the lower left back teeth with

The Minotaur spabs The Goblin Axeman by the lower left back teeth with

The Minotaur releases the grip of The Minotaur's left upper arm?

The Minotaur releases the grip of The Minotaur's left upper arm with his

The Minotaur punches The Goblin Axeman in the left upper arm with his

The Minotaur punches The Goblin Axeman the (of glettine cloak))!

The Minotaur punches The Goblin Axeman in the right foot with his right

hand, shattering the bone through the (White stork leather shoe))

With his right lower arm!

The Minotaur punches The Goblin Axeman in the head with his right hand

and the injured part explodes into gore!

The Minotaur grabs The Goblin Axeman in the head with his right hand

and the injured part explodes into gore!

The Minotaur grabs Deen Goblin Axeman in the left lower arm with

his right hand, brusing the bone through the (Copyte leather cloak)!

The Minotaur grabs Deen Goblin Axeman in the left lower arm with

The Minotaur grabs Deen Goblin Crossbowman!

The Goblin Crossbowman looks surprised by the ferocity of The Minotaur's

onslaught!

The Minotaur charges at the Goblin Crossbowman in the left upper leg with his

right lower arm with his right lower arm from The

Goblin Crossbowman looks surprised by the first toe, right fo
                The Minotaur jumps away from The flying ((copper bolt))!
Juwog Xakedala Gustartuk, Minotaur: I was confined. I'm so anxious!
Juwog Xakedala Gustartuk, Minotaur: I got caught in a miasma. So
        The goblins don't feel so brave when they encounter my pet Minotaur. He quickly disposes of one goblin.
```

<u>Spoiler</u> (click to show/hide)

```
The Goblin Crossbowman gives in to pain.
The Minotaur releases the grip of The Minotaur's left lower arm on The Goblin Crossbowman's first toe, right foot.
The Minotaur punches The Goblin Crossbowman in the head with his right hand and the injured part explodes into gore!

An artery has been opened by the attack!
  e Minotaur punches The Goblin Hammerman in the head with his left hand
d the injured part explodes into gore!
artery has been opened by the attack!
  The Minotaur grabs The Goblin Swordsman by the ((troll fur trousers))
with his left upper arm!
The Minotaur punches The Goblin Swordsman in the head with his right hand
and the injured part explodes into gore!
An artery has been opened by the attack!
 The Minotaur slashes The Goblin Pikeman in the head with his ({silver long sword}), but the attack is deflected by The Goblin Pikeman's ({«iron helm»})!
The Minotaur stabs The Goblin Pikeman in the head with his ({silver long sword}) and the injured part is cloven asunder!
An artery has been opened by the attack!
A tendon in the skull has been torn!
 The Goblin Maceman bashes The Minotaur in the head with her ((copper mace)), bruising the muscle and fracturing the skull!

Zolak Osmosprulasm, Goblin Maceman: Death is all around us. This
cannot horrify me.
The Goblin Maceman bashes The Minotaur in the head with her ((copper mace)), bruising the muscle, fracturing the skull!
```

...and proceed to exterminate a few more, before getting his skull fractured. Uggh, useless megabeasts, why can't you be badass once you join my team?

Spoiler (click to show/hide)

```
The Goblin Maceman bashes The Troglodyte in the right foot with her ((copper mace)), bruising the muscle!
The Troglodyte misses The Goblin Maceman!
The Goblin Maceman bashes The Troglodyte in the left upper leg with her ((copper mace)), bruising the fat!
The Troglodyte misses The Goblin Maceman!
The Goblin Maceman bashes The Troglodyte in the left upper arm with her ((copper mace)), bruising the fat!
The Goblin Maceman bashes The Troglodyte in the left lower leg with her ((copper mace)), bruising the muscle!
The Troglodyte misses The Goblin Maceman!
The Goblin Maceman bashes The Troglodyte in the upper body with her ((copper mace)), bruising the muscle in the upper body with her ((copper mace)), bruising the muscle and shattering the left floating ribs!
The Troglodyte gives in to pain.
           he Troglodyte gives in to pain.
he Troglodyte falls over.
  The Goblin Maceman bashes The Troglodyte in the head with her ({copper >mace}), bruising the muscle, jamming the skull through the brain and tearing the brain!
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my pet troglodytes fare badly as well, unsurprisingly. My megabattle project was designed to get rid of Supergoat alone, not of 100 invaders. While the goblins have been pretty much destroyed, leaving only two on the surface that I'm aware off, the trolls not outnumber the dwarves inside the fort. thankfully, we don't share the same half of the fortress, because that would be unpleasant. The beasts start wandering the fortress and destroying pretty much everything they see. At least they can't escape the fortress. I have no time to deal with them, however, and no desire or means to do so either. From now on, until someone comes up with a clever and miraculous plan, they can have their half of the place.

My minion suggest weaponizing werebeasts. that will have to wait until the next season, or the return of the humans, I'm afraid.

Spoiler (click to show/hide)

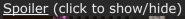


In the meantime, I focus on making Astville a tolerable place. How those refugees managed to call this hellhole their home without cringing is beyond me, and I've lived for three months among a pile of rotting dead friends. I order the bedchambers to be dug out. With two layers of the thing, assuming everyone is living with their spouse or parents, we should be able to house 40 dwarves, plus those in the offices upstairs We have such a low population no matter what, that it seems logical that everyone should be able to get his own fancy quarters.

Spoiler (click to show/hide)



One of the cats seem to be emanating miasma, tho, so I order it pastured near the magma pit, and then sealed off. I have no desire to let such a stupid beast poison my fancy new habitation project.





One of the masons managed so seal himself outside Astville. This costs us a week of building and deconstructing which could be used to create more coffins and slabs. Drokles, your employees are slacking off!

Spoiler (click to show/hide)



At least the miners are doing their job (as soon as i remember to include what they dig as part of the burrow, that is). Now we have plenty of gems. I order everything but the amethysts cut into finer items, so that we have both raw and cut gems should anyone be taken by a mood.

```
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Page
                                                                                                 Dwarf Fortres
                      Fisherdwarf cancels Store Item in Stockpile: Item
You have struck turquoise!
Stakud Titthalonol, Kitten (Tame) has been found dead.
Maxcat61' Rulkivish, Minion withdraws from society...
Spoiler (click to show/hide)
                         Date:1055/08/06 Idlers
Mason's Workshop
basalt blocks
 -andesite throne
copper nuggets
galena
gold bars
```

Speaking of which... my minion, of all people, has started to work on a personal project. Thankfully, he has all he needs, since he was always quite the simple fellow. No fancy gems or cloth for him, just rocks.

Spoiler (click to show/hide)

'Maxcat61' Rulkivish, Minion has created 'Maxcat61' Rulkivish, a native copper door! =Press Enter to close window=

<u>Spoiler</u> (click to show/hide)

'Maxcat61' Rulkivish, "'Maxcat61' Mutelancer", a native copper door This is a native copper door. All craftsdwarfship is of the highest quality. It is encrusted with round galena cabochons and encircled with bands of round native copper cabochons. This object menaces with spikes of gold.

While the miners excavate a dinning hall in Astville, minion finally completes his work. which he calls Maxcat61, after himself. It's a door. Still, despite such a terrible name, minion is now a legendary mason, which should be extremely useful to us.

Spoiler (click to show/hide)

Taupe II' Gesisoddom ('Taupe II' Sinewcloisters)

Caste: Dwarf Age: 103 Years Old Profession: Mad doctor Noble Position: Chief Medical Dwarf Happiness: Fine (Stress: 47.6k)

Within the last week he felt disgust after retching on a miasma(-12), nothing after witnessing death (x3), interest seeing their own fine bed, interest seeing their own completely sublime cabinet (x2) and interest seeing their own wonderful trap.

Within the last season he felt interest seeing their own completely sublime statue (x2), interest seeing a fine table, bliss dining in a legendary dining room, satisfied at work, horrified after witnessing death (x19) and bliss after sleeping in a palatial bedroom

Skills:

- [6] Talented Miner 5.5k/5.6k xp (94.0%)
- [4] Skilled Mason 2.7k/3.5k xp (14.4%)
- [3] Competent Wound Dresser 2.5k/2.6k xp (89.8%) Rusty
- [3] Competent Surgeon 2.5k/2.6k xp (82.6%)
- [3] Competent Diagnostician 2.2k/2.6k xp (50.5%) Rusty
- [3] Competent Suturer 1.9k/2.6k xp (7.5%) Rusty [2] Adequate Grower 1.4k/1.8k xp (35.7%) Rusty
- [1] Novice Discipline 930/1.1k xp (71.7%) Rusty
- [1] Novice Brewer 740/1.1k xp (40.0%) Rusty
- [1] Novice Mechanic 600/1.1k xp (16.7%)
- [1] Novice Bone Doctor 540/1.1k xp (6.7%) Rusty
- [1] Novice Tanner 500/1.1k xp (0.0%) Rusty
- [1] Novice Presser 500/1.1k xp (0.0%) Rusty

Highest Moodable Skill: Miner

Personality: Does not easily fall in love. Almost never feels discouraged. Can handle stress. Only rarely feels strong cravings or urges. Sometimes acts with little determination and confidence. Has little time for forgiveness and will generally seek retribution. Generally acts impartially and is rarely moved to mercy. Generally acts with a narrow focus on the current activity. Can sometimes act without deliberation. Tends to make a small mess with their own possessions. Only rarely tries to assert theirself in conversation. Lives a fast-paced life. Is not readily moved by art or natural beauty. Values sacrifice. Dreams of crafting a masterwork someday.

Preferences: Likes chrysoberyl, bismuth bronze, diorite, emperor penguins and cows. Prefers to consume tomato wine. Hates toads. Doesn't mind being outdoors.

Unless something terrible happens, i plan to spend the last season of this year turning Astville into a proper living place, before giving up my overseer responsabilities. It's clear that Salmeuk is conspiring to remove me from power, and the newer dwarves have no idea of what I went trough to keep this place alive. Naturally, they see a fortress just like the others, unpopulated and poorly designed, and assume I am to blame for the poor quality of life. I cannot blame them. In time, more trouble will come, and then they will understand. I will be here, waiting, until they need my genius again.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: maxcat61 on December 25, 2014, 12:53:53 am

Things are looking good for Minions in Doomforests. In the old days, Minions didn't make anything special, and died in groups. I proved everyone wrong by surviving escaping a mass murdering goat and making an impenetrable door. An Artifact Door. Taupe II was rather concerned when I showed him the designs for the door, saying things like "Since when do minions make artifacts" and "Are you sure you didn't eat any rotting meat from the Forgotten Beast rampage?".

I brushed off his concerns: A real dwarf will do anything to make a strange mood become a reality. I even named it after myself. That means that every time someone walks through that door, they remember me, the Minion. While my door isn't that fancy (compared to some other artifacts), it is probably the best door in the entire fort. I wonder where it will go?

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but...
Post by: Taupe on December 25, 2014, 12:58:55 am

I was thinking of using the door to block access to the caverns. That way, we could reach the caves through Astville, without fearing that any beast may venture back after us. This would be a great way to retrieve the weapons from the milicia, their armor, and ideally their corpses. Alternate idea: using the door to grant Astville a direct access to the lowest caverns, so we can gather wood and fish. I'll sleep on that, feedback is welcome.

Artifact doors *ARE* immune to building destroyers, right?

EDIT: People are very likely do do a lot of back and forth between Astville and Doomforests, so placing it there would make a lot of people happier on their trip.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: maxcat61 on December 25, 2014, 01:20:51 am

Yes, artifact doors are immune to building destroyers. I am not sure if they can be lock-picked or not.

As for your ideas, why not do both? Use the door to get all the militia's stuff, then wall off in front of the door, and place it in front of the caves. Or dig a tunnel that lets you do both, like so:

= wall D = door = space # #D#

#

Just remember to keep the door shut tightly. You wouldn't want anything to walk past the unbreakable door because someone forgot to lock it.

Edit: Merry Christmas. Santa is Coming with elvish goods. Give him the greeting all elf lovers get.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Taupe on December 25, 2014, 01:22:24 am

That sounds like the kind of thing that will be super useful for now, and doom the fortress as soon as I wrap up the save to someone else :/

Done

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: maxcat61 on December 25, 2014, 01:26:52 am

"Oh look at this artifact door. I wonder what it is doing down in the caves? Oh well, I guess I will use it as the door to Urist McNoble's Chambers."

Some time passes

"Why are there forgotten beasts wandering up the staircase? It must be Taupe's fault for not sealing the caves properlly."

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Taupe on December 25, 2014, 01:29:16 am

I think the only reason I would need to go in the caverns is for either wood, or gathering stuff left by dead dwarves. Nominating a single dwarf to woodcutting, and making sure i use burrows so nobody else wander off, should make sure we dont end up with a new creed of morons living in a random place.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Drokles on December 25, 2014, 02:28:57 am

Doomforests is beyond repair now. I think we should just live in Astville and let Doomforests be a perpetual staging ground for the game to duke it out with itself.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 25, 2014, 03:14:37 am

I'm working on that actively, when I'm not murdering Salmeuk freeing some of our nicest rooms.

EDIT: ...Or weaponizing millenia-old vampires

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on December 25, 2014, 05:06:44 am

I'd imagine the mad doctor as feeling a little disconnected, ruling a group of dwarves that had no idea of the horrors he went through or the friends he lost. Should he commission a few notable slabs to be placed in proper areas? If nothing else, for Ast in Astville. Disregarding that, I'm not sure whether it's more accurate that you weaponized Supergoat towards the goblins or the goblins towards Supergoat. It's funny imagining the situation either way.

Maxcat, I'm pretty sure Santa is a dwarf. Legendary Craftdwarf and Animal Trainer, with a stout, fat figure and mighty beard. Enslaved a city of elves for unpaid labor, moved his entire operation to the middle of a glacier climate because he felt like it. Constantly takes breaks, throws parties, and sleeps. Goes into a martial trance once a year and accomplishes feats that seem to defy the laws of physics. Mines enough coal to have enough for all those likely to start !!Fun!! with fires. May be a necromancer due to lack of dying of old age, and resurrects any dead elves for eternal work. Artifact steel sleigh and cloth bag. The list goes on.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 25, 2014, 06:50:18 am

Journal of Taupe II, mad doctor Winter 1055:

I am growing weary of having everyone second-guess my every decisions. Salmeuk is becoming increasingly opposed to my overseer position, and none of those young dwarflings understand the horrors I survived so they could endure this "shithole" as they call it. The only people I can rely on are my assistants Skaia and Minion, and my trusted minister of agriculture, Mr Smunstu.

Spoiler (click to show/hide)

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PPS: 100 (47)

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Page 47th Timber, 1055

Page 47th Timber,
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People have started to grab the bodies stuck in the initial staircase. They reported to me that the corpses were, in fact, dead. No shit, Sherlock, I could have guessed that on my own. What I find disquieting as I browse my message list is not those outdated death announcements, but the fact that our mayor Salmeuk II issued a mandate.

Spoiler (click to show/hide)

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Owned Objects: 16

Holdings: Decent Office Decent Quarters Decent Dining Room Needs: Decent Dining Room Needs: Decent Dining Room Needs: 2 Chests Needs: 1 Cabinet Needs: 1 Cabinet Needs: 1 Weapon Rack Needs: 1 Weapon Rack Needs: 1 Wapon Rack Needs: 1 Wapon Stands

Mandates: Make large gems (1/1)

Set Follow Hotkey (F1 etc.): None Enter: Thoughts and preferences h: Health r: Relationships y: Customize
```

A large gem. we don't have an army, we don't have bedrooms, we don't have wood, yet this asshole is using his newfound autority to request that we create a large gem. Is he serious? No really, is he? I was a mayor for over two seasons and never requested anything! I go and chat with my two resident gemcutters to learn about these large gems.

Spoiler (click to show/hide)

A large variety of cut gems can be brought by and requested from the dwarven carava Exactly 5% of all rough gems will be cut into a single craft or large gem (with 1 cran Note that these will replace a cut gem and cannot be used to encrust goods. The various can take a single gem and cut it into a legendary artifact known as a "perfect"

"Large gems, huh? says SkaiaMechanic. Well, only one in twenty gem can be sculpted into a large gem, if that.

- -So how many gems do we have?
- -Hum, with what we found in the staircase, ten. We may find more as we dig out.
- -Yes, my miner instincts tell me we'll get clear zircons down in Astville, and maybe some turquoises. But I doubt we'll get more than a dozen, two if we are lucky.
- -Yeah. This request is ridiculous. Even if we decidate our miners to finding new gems nonstop, instead of doing something productive, I can't even guarantee we'd be able to turn them into a large gem before the mandate ends.
- -Indeed. and even if we do meet Salmeuk's demands, he'll probably ask for more soon after. Armok save us if he asks for 2 or three large gems at once.
- -Scary. He'll probably condemn someone to a serious beating. I'm glad I gave up the gem business to be our broker, but it sucks for my replacement.
- -I... may have a plan. It may require your mechanics skills. Can you prepare two rock gears for tomorrow?
- -Sure thing, doctor.

Now, to meet with my minion. He's very happy to know that I'll be using his artefact door to secure access to the caverns, so we can get woods and thus beds. I tell him I have a special job for him, and if he does, he'll be promoted to the ranks of Superminion, and become my personal bookkeeper, replacing Salmeuk II. Minion gladly accepts, and head for the shooting range, for a special meeting with minister Smunstu.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Date:1055/09/18 Idlers: 2

Occupants:

Smunstu Olngootub, Goblin Bowman

Salmeuk II is asleep, now is the time to set up my little trick. A while back, I promised minister of agriculture Smunstu that I would get him a decent office.

Spoiler (click to show/hide)



Gosh, Salmeuk will be so mad when he waks up and realizes I gave his office over to minister Smunstu!



Minister Smunstu is glad to finally leave the cage. He has been in there for years.

```
'Salmeuk II' Morulvush, mayor: I must withdraw!
'Salmeuk II' Morulvush, mayor: I must withdraw!
 'Salmeuk II' Morulvush, mayor: I must withdraw!
 'Salmeuk II' Morulvush, mayor: I must withdraw!
 'Salmeuk II' Morulvush, mayor: I must withdraw!
 'Salmeuk II' Morulvush, mayor: I must withdraw!
 'Salmeuk II' Morulvush, mayor: I must withdraw!
 'Salmeuk II' Morulvush, mayor: I must withdraw!
 'Salmeuk II' Morulvush, mayor: I must withdraw!
 'Salmeuk II' Morulvush, mayor: I must withdraw!
 dress)!
'Salmeuk II' Morulvush, mayor: I must withdraw!
'Salmeuk II' Morulvush, mayor in the upper body, bruising the fat
 'Salmeuk II' Morulvush, mayor: I must withdraw!
Spoiler (click to show/hide)
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how), but the attack is deflected by The mayor's (cave spider silk cloak)?
The Goblin Bowman bashes The mayor in the upper body with his (copper bow), but the attack is deflected by The mayor's (cave spider silk cloak)?
The Goblin Bowman bashes The mayor in the right hand with his (copper batter)
between the state of the mayor in the right hand with his (copper batter)
Salmeuk II' Movuloush, mayor: I must withdraw?
The Goblin Bowman bashes ihe mayor in the left upper leg with his (copper bow), but the attack is deflected by The mayor's (cave spider silk cloak)?
The Goblin Bowman hashes the mayor in the fifth toe, right foot, shattering the nail and bruising the fat through the (great horned out leather shoe)?
The Goblin Bowman latches on firmly?
The mayor breaks the grip of The Goblin Bowman's upper front teeth from The mayor breaks the grip of The Goblin Bowman's upper front teeth from The mayor breaks the grip of The Goblin Bowman's upper front teeth from The mayor breaks the grip of The Goblin Bowman with the right upper arm with her right hand, bruising the muscle through the x(croll fur cloak)x?
The Goblin Bowman batches I he mayor in the gipt lover arm with his (copper bow), but the attack is deflected by The mayor's (cave spider silk cloak)?

Salmeuk II' Moruloush, mayor: I must withdraw?
The Goblin Bowman bashes The mayor in the right lover arm with his (copper bow), but the attack is deflected by The mayor's (cave spider silk cloak)?

Salmeuk II' Moruloush, mayor: I must withdraw?
The Goblin Bowman bashes I he mayor in the left foot with his (copper bow), bruising the muscle through the (great horned out leather shoe)?

The Goblin Bowman bashes I he mayor in the left upper arm with his (copper bow), but the attack is deflected by The mayor's (cave spider silk cloak)?

The Goblin Bowman bashes The mayor in the left upper are with his (copper bow), bruising the muscle through the (great horned out leather left left thand with his copper sow). The coblin Bowman bashes The mayor in the left when with his (
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He quickly informs Salmeuk of the new office accommodations I came up with.

Smunstu will be able to enjoy his office for a long time. I'm told goblins do not have to eat.

Spoiler (click to show/hide)

→Some migrants have decided to brave this terrifying place, knowing it may be their tomb.

On the 9th day of mid-winter, I'm informed that some migrants are showing up on our doorstep. i look at my notes. the last bloodmoon was on the 4th, we'd have to wait until the second of the next month for another. I order that the migrants remain outside in the courtyard, until we can verify which of them, if any, is infected by the wereantelope curse. I spend that time gathering information on them, to better assign them once (if) I let them in. Most are useless: a glassmaker, an adequate glazer (whatever that is), a wood burner (we have no wood, and we have magma), a woodcrafter (already have more than we need, which is one)

Speaking of woodworker, I nicknamed our woodworker "mr woodcut". He is the only dwarf allowed to cut trees. When I want Mr Woodcut to chop down some logs, I unlock the door leading to the caverns next to Astville, and modify the burrow to path up to the log I want him to chop. Once the logs are safely inside, I remove the burrow and lock the door. That way, I prevent random dwarves from venturing in the caverns for no good reason.

what I'm really interested in at this point, is to build something resembling a military squad. I interview the newcomers to find who can and should become a soldier. One of them is a bone doctor, altho his expertise in both surgery and bone fixing is astonishing, aka, far superior to mine. For a moment, I'm afraid he'll replace me as chief medical dwarf. I start asking more questions, yet none of the places i mention ring a bell to him, and none of the teachers he mentions are familiar to me. "Can you wield a weapon?" I ask.

Spoiler (click to show/hide)

One Kill

FPS: 100 (48)

Fikod Whispercudgels the dwarf, d. 512

He says he once had to kill a dwarf, then gives me a stupid date, before mentioning it was a joke "ah ah, just kidding, i'm not that old, altho I AM 108, which may be why you never heard of those things i mentioned." Yeah, right, asshole, I'm 105, I'm pretty sure all the great medical teachers didn't vanish when I was three. Something is definitely up with that guy.

FPS: 88 (45) The Kills of Geshud Oltaresesh Sixteen opossums (\$\delta\$) in The Windy Hill
Eleven kestrels (\$\gamma\$) in The Windy Hill
Fifteen ravens (\$\gamma\$) in The Windy Hill
Seventeen great horned owls (\$\delta\$) in The Windy Hill
Eleven giant wrens (\$\gamma\$) in The Windy Hill
Fourteen doe hares (\$\gamma\$) in The Windy Hill
Twelve giant wrens (\$\delta\$) in The Windy Hill
Twelve giant wrens (\$\delta\$) in The Windy Hill
Twenty—two giant ticks (\$\gamma\$) in The Windy Hill
Eight giant kangaroos (\$\delta\$) in The Windy Hill
Five buck hares (\$\delta\$) in The Windy Hill
Five buck hares (\$\delta\$) in The Windy Hill
Thirteen giant opossums (\$\gamma\$) in The Windy Hill
Twelve ravens (\$\delta\$) in The Windy Hill
Twelve giant badger boars (\$\delta\$) in The Windy Hill
Twelve giant badger boars (\$\delta\$) in The Windy Hill
Thirteen kestrels (\$\delta\$) in The Windy Hill
Thirteen giant ticks (\$\delta\$) in The Windy Hill
Thirteen giant ticks (\$\delta\$) in The Windy Hill
Thirteen giant badger sows (\$\delta\$) in The Windy Hill
Twelve giant badger sows (\$\delta\$) in The Windy Hill
Eight porcupines (\$\delta\$) in The Windy Hill
Nine giant badger sows (\$\delta\$) in The Windy Hill
Six giant lice (\$\delta\$) in The Windy Hill
Twelve muskoxen (\$\delta\$) in The Windy Hill
Twelve muskoxen (\$\delta\$) in The Windy Hill
Twelve muskoxen (\$\delta\$) in The Windy Hill
Two dingoes (\$\delta\$) in The Windy Hill
Two dingoes (\$\delta\$) in The Windy Hill
Two dingoes (\$\delta\$) in The Windy Hill

his friend, a fine lady named Geshud, pretends she killed 327 animals in her career, and is proficient with a mace, as well as being an expert armor user. despite all that, she presents herself as a simple farmer. She also claims to be 108 years old.

<u>Spoiler</u> (click to show/hide)

Geshud Oltaresesh, "Geshud Gildspun", Macedwarf "Always tell the truth." Within the last season, she was horrified after seeing a goblin die. She didn't feel anything after seeing a cow die. She didn't feel anything after seeing a giant dingo die. She was horrified after seeing a goblin die.

She is married to Fikod Hoistedfountains and has two children: Mörul Groovedstaves and Mebzuth Secretoils. She is the daughter of Domas Swimcloister and Mebzuth Actionpulleys. She is a dubious worshipper of Odur the Beard of Perivinkles, a faithful worshipper of Olnen Focuslesson and a worshipper of Tunur Playgilds.

She is a citizen of The Town of Stroking. She is a member of The Hall of Mortality. She is a former member of The Door of Quietness. She arrived at Okbodfotthor on the 9th of Opal in the year 1055. dubious worshipper of Odur the Beard of Perwinkles, a faithful worshipper of Olnen Focuslesson and a worshipper of Innur Playgilds.
She is a citizen of The Town of Stroking. She is a member of the Hall of Mortality. She is a former member of The Door of Quietness. She arrived at Okhodfotthor on the 9th of Opal in the year 1855.
She is one hundred eight years old, born on the 24th of Limestone in the year 947.
She is tall. Her brass eyes are somewhat narrow. Her very long hair is neatly combed. She has very low cheekbones, and she has a deeply recessed chin. Her pink skin is wrinkled. Her ears are free-lobed. Her eyebrows are somewhat high. Her hair is gray mixed with flax.
Geshud Oltaresesh likes orpiment, platinum, green tourmaline, clear glass, rhinoceros horn, maces, crowns and giant jumping spiders for their striking appearance. When possible, she prefers to consume cave crococilie, cuttlefish, fonio beer, elephant-head amaranth seeds and avocados. She absolutely detests jumping spiders.
She has a sum of patience, but she has poor analytical abilities, a questionable spatial sons, little navural inclination toward must and a large deficit of villyower.
Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merymaking and partying worthwhile activities, values martial prowess, values leisure time, respects commerce and finds nature somewhat disturbing she personally is disgusted by tranquility and would that the world would constantly churn with noise and activity, disdains the law, loads and confidence of the provided and their very parties and merymaking in the abstract. She A short, sturdy creature fond of drink and industry.

Spoiler (click to show/hide)

Ushrir Gulnasmafol, "Ushrir Islandchamber", militia captain

Within the last season, he was horrified after seeing a troglodyte die. He was horrified after seeing the goblin Forile Questsyrup die. He was horrified after seeing the goblin Mgokang Tormentmites die. He was horrified after seeing a troglodyte die. He was horrified after seeing a troglodyte die. He was horrified after seeing the kobold drulgis die. He was horrified after seeing a goblin die. He was horrified after seeing a goblin die. He was horrified after seeing a goblin die. He didn't feel anything after seeing a goblin die. He was horrified after seeing a lama die. He didn't feel anything after seeing a lama die. He was horrified after seeing a lama die. He didn't feel anything after seeing a lama die. He was horrified after seeing a lama die. He didn't feel anything after seeing a lama die. He didn't feel anything after seeing a goblin die. He was horrified after seeing a lama die. He didn't feel anything after seeing a lama d is pink. He is tough and rarely sick, but he is clumsy. Ushric discovery leather, the color amber, leather armor and buckets. When possible, he prefers to consume groundhog, radish wine and bitter vetch leaves. He absolutely detests worms. He has great intuition, a feel for music and a good intellect, but he has poor empathy, little villpower, a meager ability with social relationships, a little difficulty with words and poor creativity. Like others in his culture, he values family greatly, sees friendship as one of the finer things in life, thinks it is of the utmost importance to present a bold face and never grouse, complain or even show emotion, deeply respects skill at arms, values loyalty, respects power, respects fair—dealing and fair—play, values self—control, finds merrymaking and partying worthwhile activities and respects commerce. He personally thinks that the entire concept of sacrifice for others is truly disgusting, considers craftsdwarfship to be relatively worthless and finds the pursuit of skill mastery off-putting. He dreams of becoming a legendary warrior.

He often feels filled with joy. He is stingy with resources on projects and refuses to expend any extra effort. He likes to present hinself boldly, even if it would offend an average sense of medically made to the stings of the stin

Always tell the truth my butt, yeah. My screening process may not have caught any antelopes, but by Armok I'm old enough to realize I've stumbled upon something else equally as dangerous. Most fortresses aren't paranoid enough to locate a bloodsucker before it is wellinserted into the fort's social dynamic. those rare few who are wary enough to spot such a creature would murder them on sight, or seal them away to avoid bloodshed. And yet... Doomforests is no ordinary fortress. They are not werewolves, but they will suffice.

I politely explain to the newcomers that we are sadly short on food and booze after the most recent goblin attack, and as such, we cannot let just anyone in. Doomforests has no bedroom and no food for useless moths calling themselves glazers, or glassmakers. What it needs is soldiers. "Why, I may be a doctor, but i can handle a sword decently, says the male vampire" Geshud the vampiress then talks of her unumerable kills as a ranger back in her youth, she can fight, is what she is saying.

Spoiler (click to show/hide)



"Very well, you two. there is a back entrance in this fort, where two goblins remain still. defeat those horrible beasts, and we shall let you in, and name you heads of our milicia. Any dwarf that came along with you will also be able to enter, if you vouch for their skills -We shall be back with haste, declares Geshud."

No you won't.

Spoiler (click to show/hide)

The newest members of Super Happy Team reach the backdoor built years ago by the first Salmeuk. The bridge is lowered to let them in. The two vampires venture deeper into the fortress. Once I know they are far inside, I raise the bridge, sealing them in.

Spoiler (click to show/hide)

⇒Geshud Oltaresesh, Vampire Mistress has entered a martial trance!

Wait, did i mention two goblins? Silly me, that was the wrong ledge, the one about Smunstu and his caged friend Bax. The ledger for the other side of Doomforests actually indicates 42 trolls. Geshud is guickly ambushed, and enters a martial trance.

Spoiler (click to show/hide)

Page 1/4 FPS: 100 (49) 20th Opal, 1059 The Vampire Mistress punches The Troll in the right eyelid with her right hand, bruising the skin through the ({large muskox leather cloak})! The Vampire Mistress bashes The Troll in the upper body with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large muskox leather cloak})! The Vampire Mistress scratches The Troll in the right upper leg, bruising the muscle through the ({large turkey leather cloak})!

The Troll charges at The Vampire Mistress! The Vampire Mistress bashes The Iroll in the right lower arm with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large turkey leather cloak})! The Vampire Mistress bashes The Troll in the left upper leg with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large turkey leather cloak})! The Troll charges at The Vampire Mistress! The Vampire Mistress bashes The Troll in the left lower leg with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large giant cave spider silk robe})! The Vampire Mistress scratches The Troll in the lower body, bruising the muscle and bruising the guts through the ({large muskox leather cloak})! The Vampire Mistress bashes The Troll in the left lower leg with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large cave spider silk robe})! The Troll charges at The Vampire Mistress! The Vampire Mistress jumps away:
The Vampire Mistress kicks The Troll in the head with her left foot,
bruising the muscle through the ({large giant cave spider silk hood})!
The Troll has been stunned!
The Troll has been stunned again! The Vampire Mistress bashes The Troll in the right lower arm with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large dingo leather cloak})?

The Vampire Mistress bashes The Troll in the right upper arm with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large dingo leather cloak})? The Vampire Mistress kicks The Troll in the upper body with her left foot, bruising the muscle and bruising the liver through the ((large wombat man leather cloak))! The Troll charges at The Vampire Mistress! The Vampire Mistress bashes The Troll in the left upper leg with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large muskox leather cloak})! The Vampire Mistress bashes The Troll in the right horn with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large muskox leather cloak})! The Vampire Mistress attacks The Troll but She jumps away! s: Search

<u>Spoiler</u> (click to show/hide)

```
FPS: 100 (48)
 Page 2/4
                                                                                                                        20th Opal, 1055
 The Vampire Mistress attacks The Troll but She jumps away!
The Vampire Mistress bites The Troll in the right eye, bruising the right eyelid's skin through the <{large turkey leather cloak}>!
The Vampire Mistress latches on firmly!
The Troll breaks the grip of The Vampire Mistress's upper front teeth on The Troll's right eye.
The Troll charges at The Vampire Mistress!
The Troll collides with The Vampire Mistress!
The Vampire Mistress is knocked over!
 The Vampire Mistress bashes The Troll in the left upper leg with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large turkey leather cloak})!
The Vampire Mistress bashes The Troll in the right lower leg with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's >(<large troll fur robe>)!
 The Vampire Mistress bashes The Troll in the left tusk with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large turkey leather cloak})!
 Geshud Oltaresesh, Vampire Mistress has left the martial trance.
 The Vampire Mistress misses The Troll!
            roll misses the Vampire Mistress;
roll gores The Vampire Mistress in the left lower arm with her left
bruising the fat through the (giant great horned owl leather
                                                              listress!
Mistress but She scrambles away!
The Vampire Mistress stands up.

The Vampire Mistress stands up.
The Vampire Mistress bashes The Troll in the right lower arm with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large ibex leather cloak})!
 The Troll charges at The Vampire Mistress!
 The Vampire Mistress misses The Troll!
 The Vampire Mistress misses The Troll!
The Vampire Mistress bashes The Troll in the right tusk with her (-«+bronze crossbow+»-), but the attack is deflected by The Troll's ({large ibex leather cloak})!
Geshud Oltaresesh, Vampire Mistress: Death... I am not upset by this.
The Iroll misses The Uampire Mistress:
The Iroll charges at The Vampire Mistress!
The Iroll collides with The Vampire Mistress!
The Vampire Mistress is knocked over!
The Iroll grabs The Vampire Mistress by the left ear with her right lower
The Vampire Mistress stands up.
The Iroll punches The Vampire Mistress in the left upper arm with right hand, bruising the muscle through the (giant great horned ow leather cloak)!
                                                                                                                  20th Opal, 1055
                                                FPS: 100 (49)
  The Vampire Mistress misses The Troll!
  The Vampire Mistress is having trouble breathing!
 The Vampire Mistress misses The Troll!
The Iroll grabs The Vampire Mistress by the third finger, right hand with her left hand!
The Troll gores The Vampire Mistress in the lower body with her left tusk, bruising the muscle through the (giant great horned owl leather clock)!
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Spoiler (click to show/hide)
    The Troll charges at The Vampire Mistress!
The Troll collides with The Vampire Mistress!
The Vampire Mistress is knocked over!
The Troll grabs The Vampire Mistress by the (pig tail fiber right mitten)
  The Troll releases the grip of The Troll's right lower arm on The Vampire Mistress's left ear.

The Vampire Mistress stands up.
                 oll grabs The Vampire Mistress by the head with her right up
   The Troll charges at The Vampire Mistress!
The Troll collides with The Vampire Mistress!
The Vampire Mistress is knocked over!
   cloak)?
The Vampire Mistress stands up.
The Troll takes The Vampire Mistress down by the third finger, right hand with The Troll's left hand?
The Vampire Mistress misses The Troll!
The Troll releases the grip of The Troll's left hand from The Vampire Mistress's third finger, right hand.
The Troll grabs The Vampire Mistress by the third finger, right hand with
    The Troll locks The Vampire Mistress's left knee with The Troll's left
   lower arm!
The Troll locks The Vampire Mistress's right ankle with The Troll's right hand!
The Troll gores The Vampire Mistress in the third finger, left hand with
    The Vampire Mistress gives in to pain.
                                                                  Mistress's left lower leg with The Troll's
knee collapses!
has been torn and a tendon has been torn!
Mistress by the throat with her left lower
               roll bends The Vampire Mistress's right foot with The Troll's right
The Troll releases the grip of The Troll's right upper arm on The Vampire Mistress's third finger, right hand.

The Troll releases the joint lock of The Troll's left lower arm on The Spoiler (click to show/hide)
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Page 4/4
                                                                                                          20th Opal, 1055
Vampire Mistress's left lower leg.
The Troll releases the joint lock of The Troll's right hand on The
Vampire Mistress's right foot.
The Troll grahs The Vampire Mistress by the second finger, left hand with
 The Troll releases the grip of The Troll's right hand on The Vampire
Mistress's right foot.
The Troll releases the grip of The Troll's right lower arm on The Vampire Mistress's second finger, left hand.
The Troll releases the grip of The Troll's left lower arm on The Vampire Mistress's left lower leg.
The Troll releases the grip of The Troll's right upper arm on The Vampire
Mistress's head.
Mistress's head.
The Troll places a chokehold on The Vampire Mistress's throat with The Troll's left lower arm!
The Troll grabs The Vampire Mistress by the (cave spider silk sock) with
                                         mpire Mistress by the second finger, right hand
                                                e Mistress by the (pig tail fiber right glove)
The Troll strangles The Vampire Mistress's throat!
The Troll releases the grip of The Troll's left upper arm on The Vampire Mistress's (cave spider silk sock).
The Troll releases the grip of The Troll's left lower arm on The Vampire Mistress's second finger, right hand.
The Troll releases the grip of The Troll's left upper arm on The Vampire Mistress's (pig tail fiber right glove).
The Troll strangles The Hampine Mistress's throat!
 The Troll locks The Vampire Mistress's left elbow with The Troll's right
                      abs The Vampire Mistress by the right foot with her right
                              The Vampire Mistress by the second toe, right foot with
 The Troll releases the grip of The Troll's right upper arm on The Vampire
Mistress's right foot.
The Troll's right hand on The Vampire Mistress's second toe, right foot.
The Troll releases the joint lock of The Troll's right upper arm on The Vampire Mistress's left lower arm.
                                                                   by the tongue with her right lower
 Geshud Oltaresesh, Vampire Mistress has been found dead.
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Despite claiming to be a badass, Geshud loses her breath after getting punched in the stomach by an 8 foot troll. After that, she is pretty much done for. Was she truly a vampire, or just a random dwarf that happened to have the wrong age and an absurd kill count, coupled with legendary tracker and ambusher skills? I guess it hardly matters now...



The other guy, Ushrir, moves with incredible speed. He slices a troll after stalking him through the dark halls of what was once Doomforests. the troll hardly lands a blow. Without hesitation, the vampire lord dashes foward, seeking more targets.

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Spoiler (click to show/hide)
→Ushrir Gulnasmafol, Vampire Lord has entered a martial trance!
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The sole survivor of the Super Happy Team is now entering a martial trance. He lunges into a group of trolls, and slice them to bits with his +iron short sword+, dodging or parrying every blow his foes try to land. After only a minute, a dozen corpses join the body party that has become Doomforests.

Spoiler (click to show/hide)



The vampire smells more warm blood to spill, and ventures deeper into the fort. "Oh, there you are!" A few trolls try to fight, the rest make a run for it. but one does not escape Doomforests so easily.

Spoiler (click to show/hide)



Here in these cursed halls, death is the only way out.

Spoiler (click to show/hide)

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Three Notable Kills

Fikod Whispercudgels the dwarf, d. 512
Song Wardedwicked the troll, d. 1055
Opeya Feedsalve the troll, d. 1055

Forty Other Kills

Fifteen trolls (8) in Doomforests
Twenty-five trolls (9) in Doomforests
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Ushrir Gulnasmafol, Vampire Lord
"Ushrir Islandchamber"

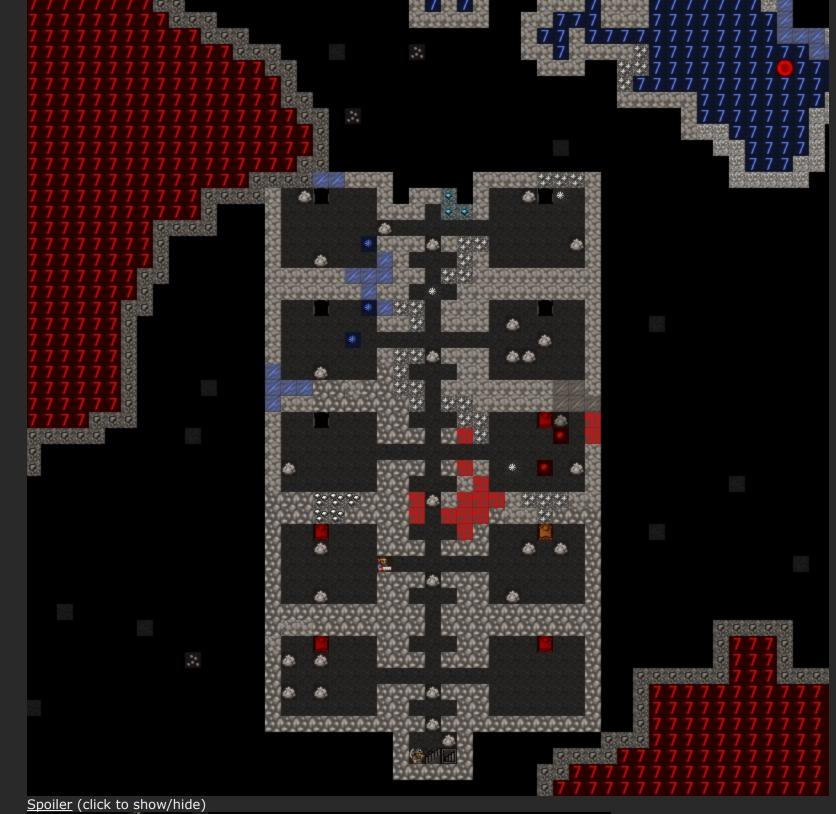
(giant cave spider silk dress), Upper body
(cave spider silk coat), Upper body
(eagle leather trousers), Lower body
(cave spider silk cloak), Upper body
(giant cave spider silk cap), Head
(giant bat leather hood), Head
(cave spider silk left glove), Left hand
(lama wool left mitten), Left hand
(cave spider silk right glove), Right hand
(llama wool right mitten), Right hand
(sheep wool sock), Left foot
(giant olm leather shoe), Left foot
(sheep wool sock), Right foot
+iron short sword+, Right hand
```

The condemned part of the fort is now silent, populated only by a silent stalker feeding on the blood of his victims. Ushrir, if that is even his real name, managed to murder all the trolls without getting a single scratch, even tho he wore no armor save for his regular cloths. he truly is a master killer. Armok knos what he would have done should we have let him inside the fort. could we truly defeat such a formidable foe? Deep inside, I know that in Domforests now reside a fiend crueler and more dangerous than any one to come before him.

Ushrir is smart enough to know he was tricked. Yet, even tho I lured him into this trap, he proved that none could vanquish him. A silent pact is signed between the two of us. This section of Doomforests is now his to call home, and in exchange, he shall slay and feed on any creature foolish enough to invade our halls.



Vampires are static and systematic creatures. Ushrir does not care to live in a littered hall. I expand the burrow to include a second area, covering body stockpiles and parts of the hall, and he begins to tidy up the place by organising the messy stockpiles as best he can. Should we keep him there long enough before an "accident" was to befall him, there would be that less cleaning to do for our dwarves.







Ushrir has his home, but now so do we. Astville still needs a reliable food supply, some engraving, and many furnitures, but 20 rooms are now excavated in the warmth of the volcanic pools, as well as space for a grandiose dinning hall. Atir's designs did not go to waste in the end.

<u>Spoiler</u> (click to show/hide)

→Fath Avednil, Brewer is taken by a fey mood!

Spoiler (click to show/hide)

Fath Avednil, Brewer has created Ngefelkinem, a galena grate!

Press Enter to close window=

Spoiler (click to show/hide)

Ngefelkinem, "The Lavender Beauty", a galena grate

This is a galena grate. All craftsdwarfship is of the highest quality. It is studded with copper, decorated with giant kestrel leather and encircled with bands of oval galena cabochons, pig tail fiber and baguette cut amethysts. On the item is an image of Ngaxa Shockedsearch the Dangerous Generals the bronze colossus and dwarves in elk bone. Ngaxa Shockedsearch the Dangerous Generals is massacring the dwarves. The artwork relates to the rout of The Mountainous Ring of The Town of Stroking and destruction of Vesselpointed by the bronze colossus Ngaxa Shockedsearch the Dangerous Generals in the midspring of 76 during The Second Rampage of the bronze colossus Ngaxa Shockedsearch the Dangerous Generals in Vesselpointed.

As the year ends, and the calendar turns to the spring of 1056, my fellow dwarf is taken by a strange mood, and creates an artefact grate, inspired by some fey power he cannot truly explain. This creation depicts a group of dwarves being slaughtered by an unkillable enemy rampaging through their civilisation. Is this some higher power's way of foreshadowing what awaits us? Will Ushrir spell our doom?

There is no way to know. Against all odds, Doomforests is thriving once more. Where once there was but one dwarf, now live 31, sealed from the outside world. I am the only survivor of the tragedies of Doomforests, for I have been here since the first year of its cursed existence. Horrors and bloodshed have taken their toll on my old mind, and I fear Salmeuk may have been right. Perhaps it is time for me to resign, and let a younger lad lead this mess... I will continue with my work as a miner. It reminds me of my youth in the mountainhomes, before they were left bare and ruined by greed. When my pick strikes the earth, revealing the gems and strange minerals hidden within, I can feel my soul breathing a sigh of relief. Then I am not the broken refugee of this forsaken place, but a simple dwarf, at one with the mountain.

Spoiler: ooc notes (click to show/hide)

Ok, the year is over. And wow, what a year. I need to sleep. I will post the save tomorrow, along with some vital information regarding the structure of the fort. Hint: many of the workarounds I designed are weird, fragile, and vital to our survival. Whoemever comes next... probably wants to read them thoroughly. Or run. By Armok, just run.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Senshuken on December 25, 2014, 08:01:53 am

Journal of Senshuken the Second.

Despite how much of a prick that ghost was, I have to admit that after walking the world in his shoes and trying to see the world as he did I have to say I understand why he did the things that he did. I recall in our final conversation just before the restless specter of the former captain finally joined the rock he had lived his life to serve and protect that he had found a new level of respect for the now former Overseer Taupe II.

Taupe II had merely been the Chief of Medicine when the two dooms of Doomforests came and struck down most, if not all of the dwarfs that lived within its walls; Despite being poisoned by the damned monster goat, not only did he retain enough of his wits to cure and heal himself but he managed to revive the fortress from just himself to over thirty during his term as Overseer. His policies to use the newest threat to the fortress to deal with the last one have worked insanely well, allowing our enemies to die at each others hands while we recover and regain our strength until we are powerful enough to reclaim what was once ours.

I shall swear on the grave of that son of a bitch Senshuken the First that I will do whatever is required to make Doomforests as grand as any Mountainhome. If this means we are going to have to let our enemies keep a part of our fortress for the time being, so be it. One day we will be strong enough to take it from their cold, severed hands. It will come sooner or later. All I need to do is be patient.

Journal of Drokles the Second.

Haven't seen Salmeuk II around for a while. Am so excited to see that big gem he mandated to raise the morale of everyone. It is to be the new symbol of lower Doomforests, or Astville as our current overseer likes to call it. Apparently he was here when it was formed. Salmeuk II's motto has always been "Happy dwarves are productive dwarves". He's always thinking of the people, which is why I voted for him. I wonder what he has been up to lately...

Anyway, since taking over the name of the first overseer of Doomforests I have become increasingly proficient in coffin making. I hardly do anything else. My hope is that we will one day have a great big stockpile of masterwork coffins. Living in Doomforests might not be so bad when you know where your eternal rest is going to be. I just pray there will be someone around to bury me.

I learned from Taupe II that Drokles valued coffin making above everything else, strange how this obsession survives through his name

But, then, what can truly be said to be more artful than a masterfully crafted coffin containing the body of a skillful artisan? The care and lifelong devotion that the craftsman has put into the perfection of death. And at the same time the coffin is the ultimate taboo. It is a container which is never to be opened - it is designed to hold something which must never be revealed.

What better place to practice this art than Doomforests?

Still think this place sucks ass though.

OOC: Sent a message to nekoexmachina. Long ago he warned us though, that he probably wont be able to do a turn, so be ready to take over instead, mate888;). I wont be here during the weekend, so if you need to decide something about the turn order, feel very free to do so.

Also, I put myself in the turn queue, just in case there's still a fort left to run at that point I want another go! It goes without saying. I tip my hat to you Taupe. What an awesome turn that was.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: PsychoAngel on December 25, 2014, 09:57:43 am

Can't believe I missed all of this! I also cant believe I singlehandedly accidentally saved Doomforests twice! Sucks to be busy, guys. Thanks for that soap tower thread, by the way. Should be quite amusing.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on December 25, 2014, 05:32:38 pm

Journal of SkaiaMechanic

I have lived here for months now, and I have yet to figure out if Doomforests is a shining example of Dwarven Perseverance, or an omen of doom reflecting the madness of Dwarven society as a whole. Every stone carving has a story, and Doomforests is filled with pointless bloodshed.

Taupe II is looking increasingly weary dealing with most of the new residents. The youngest of them laugh publicly about how he ran and hid himself away while his brothers and sisters were being slaughtered. Better to die a noble death, they say, than to skulk in the shadows like a lowly Kobold. Fortresses can always be reclaimed, but cowardliness lasts forever. Once the rumors start spreading about our popular mayor's "unfortunate cultural disagreement" with the Minister of Agri- let's call it what it is, the crazed goblin prisoner "Smunstoo" or whatever, he's likely to be forcefully ousted from power if he doesn't step down.

Blind fools. The struggles of this place are literally written on the walls. There is terror coming, and we will not be ready. From within our group, the outside world, or the caverns, I know not. But it will come.

This outpost is exile. We take the attacks so the rest of our nation may dig without fear. Why do you think, despite the terror stories that sound like fiction coming out of this place, a small group of dwarves are still sent here consistently? As long as there's trade, the Mountainhomes will continue to throw those they perceive as a nuisance or a threat out here to die. Any suspected to be cursed, turned, or generally useless will be sent here. They must be so pleased how well their little experiment turned out.

So we'll take them on that challenge. I currently handle **all** communication between the traders and this fortress. Diplomats will never honestly accept this place, not while one barely escaped with his life, so our only chance of getting some skilled dwarves in here is to play up the wealth and comfort of the place. I'll make this place sound like paradise. Large bedrooms, protected magma forges, sturdy defenses. It'll be easy.

This place might be our tomb, but we will not be sacrificed. It might take a few years, but I'm putting in some bids to become Overseer. Currently I'm known to be too close to Taupe, as wise as he is crazy, and it makes me unpopular by association. But being Overseer is different from being mayor. I can work my way in. Maybe then we can make this place the stronghold that we deserve. I've never been a leader before, but I have an idea to protect this fort from any attack once and for all. Doomforests will not fall again. I'm writing out all my ideas in my office. I just need the resources to make it happen.

Assuming of course, I can even survive that long.

Spoiler (click to show/hide)

Put me down on the list for overseer. I'll let you know if I'll have the time when the turn comes.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 25, 2014, 07:43:52 pm

Great journals, everyone! Now, for some recaps and useful information regarding the rather... peculiar case of the fortress.

Dwarfing and nobles:

Everyone has been dwarfed, and is in position of power save for Salmeuk III which I redwarf'd as a random woodcutter. Feel free to request something else or ask for different skills. it's not like your skills are too high to switch career.

Drokles is military commander, altho the position exists mostly to name people. He's truly a mson. I guess so are our soldiers, so it makes sence that Drokles is the one to nominate them. He's also the manager.

SkaiaMechanic: Is our broker, and also a mason/mechanic. Some dabbling in gemwork, which I disabled just in case I couldn't murder the current mayor fast enough. All around one of the most useful guys

Senshuken: currently leader of the Kinetic Swans: Trains in a tiny, tiny barrack with 4 useless dudes. They mostly have some form of armor or weapon, as well as a legendary crosbow, but they lck bolts and experience. Maybe give them a bigger, fancier barrack in time?

Maxcat61: Currently our superminion, a fancy title for bookkeeper. He had a lot of random skills activated, mostly doing the odd jobs for the doctor. now a legendary mason. wether you want to let him multiclass, or give him a specific workshop and abuse his legendary stat is up to you. Part of the awesome trio.

Drazoth: Only dwarfed guy without a title. currently training as n engraver. He and 2 others are hard on the task, and smoothing Astville as a whole should give them enough experience to then start doing nice engravings. I'd wait until all the smoothing is done before letting

them express their artistic vision. He also wanted to become a smith, so maybe disable enraving for him. I wanted to make him the manager, but gave a double title to Drokles because we lack rooms. Yup, that bad.

Taupe: The doctor is a very good miner, a good surgeon and overall medical dwarf, and also dabbles in mechanics and masonry. How you wish to use him is up to you, but he is used to death and quite proficient in many skills, so he'll probably be a key component in digging out more parts of the fort, or wiring shit. (*Please do not let him die?*)

Other notable characters:

Smunstu: Sealed in Salmeuk's office forever (using soap). Just leave him there, he's been trough a lot.

Mr Woodcut: Currently working full-time in Astville to gather wood, and turn it into beds, bins and barrels. Process of gathering wood is lenghty, but safe: Expand burrow to the tree, unlock door, designate tree to be cut, wait until job is done and Mr Woodcut is back inside with the wood, close door and undo burrow. Best way to prevent people from adventuring in the caverns and forming a new offshoot community away from the offshoot community. With a magma forge, we should only need wood for steel, or beds/barrels.

Engraver-Guy: Best engraver yet, all around badass dwarf, very useful if you can get him to snap out of is permanent mental traumas.

Baby minister: Ignore him.

Ushrir the vampire lord: Stay the fuck away. Just expand the burrow and let him do random hauling jobs. His strenght and speed make it really efficient. they are also the reason you do not want him in the fortress ever. He's Doomforests' rRth Craftportent, of Roomcarnage fame, only way worse. Possibly worse. Definitely at least 700 years old.

Sodel the mayor: a random dude, asks for shields. the reason the save is delayed to the 7th day is because i wanted to see the artifact complete, and get rid of the mandate. I used spare wood to make two shields, just to shut him up. Will probably be overthrown by the millenia-old vampire soon enough. Armok have mercy on our souls when that happens.

Astville:

Access: Protected by the caverns using an artifact door. One sub door leads to the lower cavern, another to the old staircase. Lower cavern opens on a need for wood basis, other one allows pathing in the staircase at the moment, to gather corpses. Once that's done, you probably want to remove the burrow, then lock the doors. There's space for a sealing wall next to the artifact door just in case double-hell breaks loose.

People get to Astville by using a new staircase, running straight down without touching the caverns. Conects directly into the well room, our main water access. On the way down, there are two corridors with doors. Locking all the doors should buy you enough time to seal off the passage somewhre down the line, if something terrible happens. (it will).

Housing: Astville has rooms carved out, but not smoothed or furnished. Drazoth and his pals are working on that for the next 30 years or so, then just have them engrave the place. I started putting down beds, just so people could sleep nearby instead of going up. If you are cool enough, you'll remove the random ugly bed in one of the rooms and use only goblin caps and cinnabar when you create the doors, beds, and furnitures. Because it will look absolutely kickass to have silver and blood-red rooms with the volcanoes next to it. There's also alcoves for our coolest statues in the corridors, as well as the dinning hall. (I'd just make a long central 10-long set of tables, with thrones on either side. Your call).

Ressources and workshops: Astville has a food stockpile, but produces none. I've linked an upper pile, so dwarves are taking barrels of food and bringing some down. you may want to make the place more indepenent, altho I'm not sure how. We have magma forges, but the set isnt set up. Maybe take on guy and only have him do metal stuff, no hauling or engraving. You'll need the forge up and running soon because the mayor requests shields. You'll also need ores, digging some tunnels into the new staircase is probably the safest way to get some. If you are stabel enough, we have the ressources on the map to produce steel. (hematite, marble, logs) Astville also has the carpenter workshop. The stockpiles are mostly random, i just wanted peope to drop stuff around instead of carrying every rock upstairs. That's why two of the rooms have stone stockpiles in the. I started digging a new stone stockpile in the workshop areas, but it won't be enough. (maybe have a mason turning some into blocks would help, assuming you have the bins to store them)

The doctor's lair:

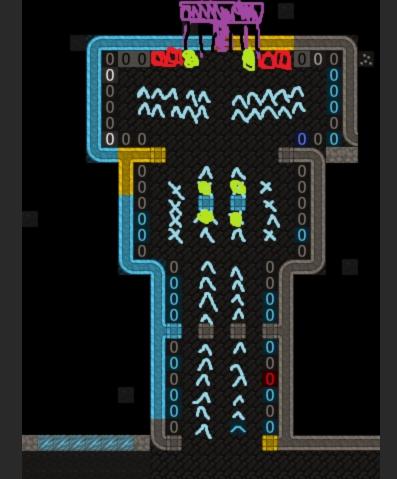
Area: Includes a crypt, the dinning hall, the farms, some offices, makeshift and poorly located workshops, as well as the kennels. Connects to a part of the main hallway, and then to the trade depot.

Ressources and organisation: None, really. Getting any job done is a pain, I mostly just use soap because all the soap is on the right side of the barricade, unlike the 900 blocks stored with the vampire. The place ws designed for survival, not efficiency. You may want to slowly but surely scrap most of this should you decide to redeploy to Astville. Stockpiles everywhere, once again because i wanted the stuff stored, but didnt want people to lose too much time doing back and forths.

Access to the outside: Deconstruct one part of the wall to let migrants in, three of them for a caravan. (there is a mini stockpile next to the wall-off so it can be done pretty quickly if need be) However, always wait until a full moon has passed before letting anyone in. Be on the lookout for more vampires too. If it's awfully skilled, belonged to twenty civilisations, Never thinks of food, or claims he killed somebody 5 centuries ago, then it is a vampire.

Levers: The control room near the depot has 4 levers. Learn them. The upper left controls the inner bridge and seals the tunnel. The upper right controls the main gate and seals the courtyard (but not really, people can climb the walls or hills). you can use those two to funnel migrants and caravns, and protect them from the outside world. The lower left lever does nothing and is not connected to anything. The lower right controls the backdoor bridge, and is used to lure invaders and nuisances to the vampire.

Wereantelope prevention: This wiki page (http://dwarffortresswiki.org/index.php/DF2014:Werebeast) contains the list of all the blood moon dates. You'll need to check it whenever dealing with migrants and traders. So far human traders are confirmed to be infected, elves have been once if I recall from the thread, and many dwarves also bear the curse (the dwarven caravans no longer show up because of the unhappy diplomat)



Crypt: If you want to engrave slabs for all the dead people burried in the cypt, here is the way to do so and place them so you have as many tombs as you have slabs. Red are coffins (all set by now) blue is where the slabs go, and green is some spare area where you could put statues. or whatever. The screenshot doesn't include the new part of the crypt, which is self-explanatory (put the slab in front of coffin, fill corners with statues)

The vampire is working on burrying people on the other side, but some dwarves want to put bodies in the old part, and sometimes the vampire thinks a body belongs in the new crypt. You will get messages about that. Like, thousands of those.

General management:

Burrow: The currently used burrow is named Doctor's lair, and it is linked to the alert DOCTOR MANMODE which should basically always be on to prevent people from wandering into lava or vampires.

Milicia and squads: Wishy-Washy Banjos are just a placeholder to name a milicia commander. (Drokles, maybe rename to Drazoth once he becomes a smith) Super Happy Team usually includes whatever abomination the fort is currently employing, say vampires or werewolves. the fact that we have a designated squad for that is just sad. The Kinetic Swans are our main unit, led by Senshuken. Currently the only team set on training, others are doing civilian jobs. Or vampiric civilian jobs. Uniforms are very standart, but if you decide to actually set up something close to a fighting force, you probably want to double-check that shit. Bonus point if you can guess where the names are derived from.

Food and drinks: stable for the time being, but will definitely plummet once (if) the population rises. Easiest way to solve that, according to Smunstu, would be to unseal the passage to the outside farming enclave, and complete the walloff's second layer. Easy way to get more/different crops. Be sure to let the door to the outside sealed, and unsuspend the fartest blocks one by one until people build the wall up to the ramp, then complete the last block and deconstruct the ramp+scafold.

Save and technicalities

Framerate: Absolutely terrible, nothing I can do about it. Not as bad now that the trolls are dead. Could be caused by my 4 years old laptop, which is currently melting and needs to be changed within the month.

Version: I am using 40.19. In case this matters for compatibility issues, I was running the save using THIS version of the starter pack (http://dffd.wimbli.com/file.php?id=7622), which bundles the 40.19 release with dfhack, some utilities like dwarf therapist, and texture packs. Hilariously enough, i clicked on using ASCII graphics, yet the texture pack you saw in the sreenshots still booted. I was like, "oh, ok". If whatever you use seems to cause some compatibility or crash issues, you probably want to switch over to using the same thing I did. It's just overall very good anyway, and pretty.

Save: There it is (http://dffd.wimbli.com/file.php?id=10326)

Final notes: Sorry for the wall of text, this was a fucking long turn and the fortress is in shambles. I'd rather say too much than not enough. Good luck. If you have any questions about the clusterfuck you were just handed, feel free to ask. I don't bite. Unlike Ushrir. Omg stay the fuck away from Ushrir.

PS: sign me up for another round, once everyone including the newcomers had their share

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: maxcat61 on December 26, 2014, 12:07:12 am

Uh, the last time nekomachina was online was November 5th. I say we wait till tomorrow, then send a message to mate888.

Edit: Message has been sent. Mate888 was online yesterday, and should get it sometime today.

Title: Re: The Supergoat in Doomforests - There was just one dwarf left, but... Post by: Iamblichos on December 26, 2014, 10:47:12 am

Quote from: Taupe on December 24, 2014, 06:54:01 pm

So much for going a full month without a ravenous monster wandering our halls.

This made me laugh so hard I almost breathed tea out my nose.

If it is permitted, please sign me up for a turn. If not, at least dwarf me so I can get some eyes into this boiling sink of Hell-begotten insanity.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Pencil_Art on December 27, 2014, 12:57:02 am

Mate888, you should count yourself lucky. Most of the work was done by Taupe. Still, you have a hard task ahead of you; maybe you will get the fortress through another year.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 27, 2014, 01:53:12 am

I won't lie, playing trough this turn was one of the most intense and satisfying experience I had with gaming ever. What truly made it awesome for me was not simply the absurd amount of trouble that was thrown at me, but the way everything tied up together nicely at the end...

- *Introducing Smunstu as a joke and using him to neutralize a dangerous mayor...
- *Complaining about the absurd sprawling 2d design of the fortress, to in the end discard it altogether...
- *How anticlimatic the minotaur was caged, only to be used against our enemies later
- *How the wereantelope storyline made me so paranoid and defensive, that in the end it not only helped me spot ageless vampires, but use them to destroy all the remaining enemies at the end of my turn
- *How Supergoat attacked us so fast that in the end, it's eagerness rendered it blind and saved the doctor.
- *How I made endless jokes about portraying PsychoAngel as a deluded, useless ruler, yet soap saved the fucking fort not once, but twice. In the end I was using soap for everything because it was so convenient
- *Hilariously enough, and linked to the previous point, Psychoangel roleplayed the soap need as requested by the doctor in the first place, making it so, so fitting when it helped that same doctor salvage the fortress
- *Astville was founded by accident, and I was sort of sad when it fell, yet in the end, strange events led to this random colony becoming our new fancy fortress.
- *The way I ended up taking over as a single dwarf the exact moment my turn proper began.

I would like to thank all the previous overseers and their terrible decisions, making this train wreck of a turn possible. And also, thank you to all the readers, for their interest, feedback, suggestions... Those who have been with us since the beginning, and those that came out of the shadows to share their impressions. Yes, I had the most epic turn possible, and yes, I try my best to write cool updates, but in the end, a community fort is forged by said community, and not any single player in the fort. So great job, everyone. The awesome people here inspired me to write the best stuff I could, and in turn, I hope this will inspire more people to join us, either as overseers, journal writers, or simply as enthusiastic readers. Lets make doomforests the greatest (or worst) fortress we can, a journey that we will remember fondly.

And most importantly, let's have !FUN!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Pencil_Art on December 27, 2014, 02:13:12 am

Nice speech. The goings-on in the fortress truly were hilarious.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Drazoth on December 27, 2014, 12:09:52 pm

Ouote

I would like to thank all the previous overseers and their terrible decisions, making this train wreck of a turn possible.

You are welcome. Also, sign me up for a turn, assuming the fort and Drazoth II are still alive.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Ethan741 on December 27, 2014, 12:50:22 pm

Despite all the death and destruction, I'm a little sad to see that the year is over. All the screams and the beasts kinda grew on me after a while... Even if half of those deaths may or may not have been directly related to me only placing one cage trap in the caves...

But anyway, good job on keeping the fort stable! I thought you weren't going to make it for a second there. With all the beasts and the... suds... good god the soap suds... But anyway. I think I'd like to have another go-around, assuming that the fortress is still alive by the end of it.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: maxcat61 on December 28, 2014, 12:07:32 am

How long do we wait before passing the turn to the next person?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on December 28, 2014, 02:16:11 am

I would say take it now. Or if you are particularly patient, 12 hours from now.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 28, 2014, 02:34:07 am

I would stay with 40.19 since there doesn't seem to be any tools, packs or the likes for newer versions.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on December 28, 2014, 08:46:47 am

Wait, according to the front page, you're up next Sal, and then Maxcat. Or did that change?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: maxcat61 on December 28, 2014, 11:58:28 am

Neko hasn't been online since November 15, and mate888 was last online 3 day ago, so should Sal take it up?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on December 28, 2014, 04:27:29 pm

Oh! I'll give it another 12 hours and PM him.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Drokles on December 29, 2014, 01:00:39 am

Hi guys!

Finally back from the weekend. Seriously, the community around this fort is just so damn good, today I was just looking forward to coming back and reading your new posts. It's much better than anything I could have hoped for when I started inviting people to join this

Will update the front page with the new overseers in a bit. The new batch of overseers attracted to the fort by Taupe's insane turn are people I look forward to read.

I say go ahead and start your turn Salmeuk.

I agree it's time to have some !!FUN!!

P.S. I have a request before you start Salmeuk, could you do the DFMA upload for us? I would do it if I could make it work on my Linux system, but now I think it's really a good time to do it. Taupe's turn has changed things around for us somewhat.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on December 29, 2014, 01:24:38 am

First I have to figure out just what is causing the graphical glitches I am experiencing. It might have to do with an outdated tileset but I'm not sure. It's like all the tileset symbols went to a party, got really drunk, and couldn't figure out where they lived - ending up wherever they finally blacked out.

FYI I've been attempting a DFMA for some time but it's always interrupted by some issue or another. Here's to (hopeful) progress!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on December 29, 2014, 02:35:57 am

The only obvious thing to suggest is to download the LNP Taupe linked before. I tried that and got it working with the save fine.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: **Drokles** on **December 29, 2014, 10:11:02 am**

I just got married by the way, and I'm moving to another continent, so I will be mostlyinactive the next few days. Wish me luck!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Iamblichos on December 29, 2014, 12:51:18 pm

Wow, congratulations Drokles! Good luck setting up your new RL fortress:)

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 29, 2014, 08:23:31 pm

OH FUCK OH FUCK IS TIME

Okay, wish me luck guys. If the fort survives my noobness, then I'll be the happiest bastard in the world.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 29, 2014, 08:30:12 pm

Yeah, hum, I'll be here for when the numerous "WHAT THE FUCK!?!" start rolling in.

BTW: the levers in the golden cursed room were used for the megabattle, and do nothing.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 29, 2014, 08:34:20 pm

The game just has done downloading. My body is ready. Also, how do I put the save into the game?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: **Drokles** on **December 29, 2014, 08:40:51 pm**

Quote from: Iamblichos on December 29, 2014, 12:51:18 pm

Wow, congratulations Drokles! Good luck setting up your new RL fortress:)

Thanks! already mate888 nailed it for me, hehe.

Quote from: mate888 on December 29, 2014, 08:23:31 pm

OH FUCK OH FUCK OH FUCK IS TIME

Okay, wish me luck guys. If the fort survives my noobness, then I'll be the happiest bastard in the world.

nah, we'll be fine;)

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 29, 2014, 08:45:50 pm

Quote from: Drokles on December 29, 2014, 08:40:51 pm

Quote from: Iamblichos on December 29, 2014, 12:51:18 pm

Wow, congratulations Drokles! Good luck setting up your new RL fortress:)

Thanks! already mate888 nailed it for me, hehe.

Quote from: mate888 on December 29, 2014, 08:23:31 pm

OH FUCK OH FUCK IS TIME

Okay, wish me luck guys. If the fort survives my noobness, then I'll be the happiest bastard in the world.

nah,we'll be fine;)

Just to exemplify my noobness... Where do I put the save? As I just downloaded the LNP (I was playing with Masterwork DF before that) I don't have any saves folder. Do I make a new one and put the region in there? And also, how do I look at the date in game?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Pencil_Art on December 29, 2014, 08:54:07 pm

Saves folder will not be there until you generate a world. Just gen like a 5 year world, then the saves folder will be automatically created.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 29, 2014, 08:57:42 pm

Done. The five year world accidentally turned to be a 84 year old world but what evs. Here we go. In the name of the father, the son and the Holy Ghost.

Let's see how is this going.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 29, 2014, 08:58:02 pm

or, simply, create a folder named "save" under the "data" folder, and unpack the region there. It should be called "region 3"

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on December 29, 2014, 10:20:20 pm

After your mind shorts after seeing the fort, catch up with the story. It's been exciting, and Taupe gave tips to the next overseer a few pages back

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 29, 2014, 10:44:47 pm

Quote from: SkaiaMechanic on December 29, 2014, 10:20:20 pm

After your mind shorts after seeing the fort, catch up with the story. It's been exciting, and Taupe gave tips to the next overseer a few pages back

The reason of why it took so long for me to take over is because I was reading. This is worthy of the hall of legends, at par with Boatmurdered and Headshoots.

Journal of Mate, the 888th, Overseer of Doomforests

When me and my crew of explorers were going to the we tought ruined, abandoned and extremely scary fort of Doomforests, we had a chance to stop in a human city and return to the Mountainhomes. If it wasn't for the fact that humans have a considerable case of wereantelopeness, I would be still regretting not taking the chance.

I must admit, I came to the fort with the sole purpouse of looting it and maybe figuring out what happened, as the diplomat that returned to the Town of Stroking only said that "this rude savages all died and never attended me! How disappointing!".

When the Supergoat trapped us with the mad doctor, I actually felt bad for him and decided to stay. I do not regret my choices, as this is better than suffering the harsh treatments of the King's men.

Now, I'm the overseer of Doomforests, as well as a miner, and that includes all responsabilities that can be resumed in "make sure the fort lasts another year" thing.

((OOC: I don't know hot to look at the dates ingame, so it'll be hard to detect future bloodmoons.))

Now, I have to take a look at the fort to see how it's organized and...

I'm gonna have a heart attack.

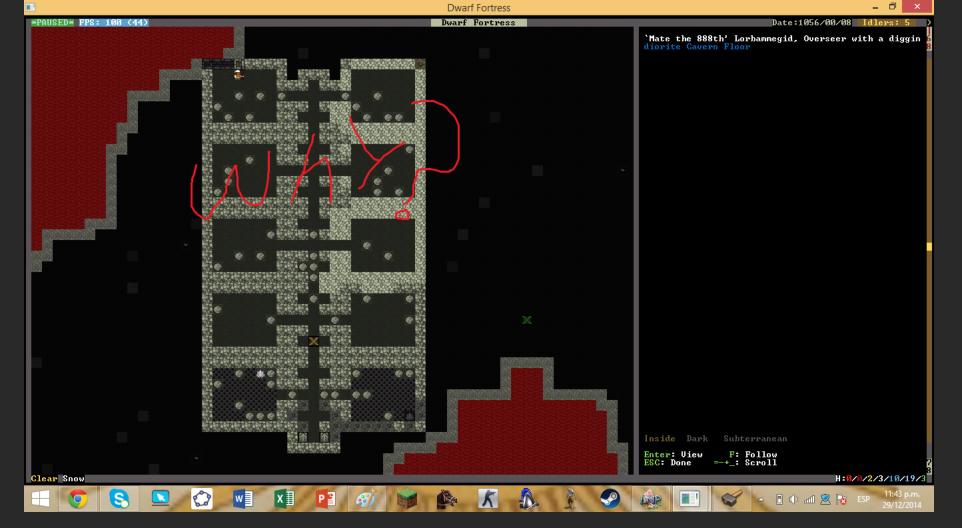
WHERE IS EVERYTHIN?! I can't find a trade depot that's not blocked, nor the workshops and the only thing to notice is Mr. Smuntsu eating the rotten body of our former mayor!

Spoiler (click to show/hide)



I hope you choke on it, asshole

Also, to make things more confusing, I am in the middle of a bunch of rooms that I have no idea why were they excavated for! Spoiler (click to show/hide)



Okay, I've calmed down and I found everything I said I couldn't find.

I'm still confused on why is there a half built basalt wall next to the trade depot that is "suspended" but I'll ask Mr. Taupe II about that. Well, the fort seems doing decently now, the vampire lord, Ushrir is minding his own buisness, eating dead trolls and such, the farms are going well, and we have a nice masterwork dood made by Superminion. Who, if I recall correctly, is my superminion now! Nice! Okay, I'll let the engravers finish engraving the newly built bedrooms (those rooms I didn't knew why were they there) and then put the beds up.

Then, I'll start making long-term plans for what to do next.

((OOC: If you were so nice as to ask me to do something, it would be good))

Hm, we're running low on wood, and there's no way I'll be opening up the caverns... For now. I'll see what to do.

Spoiler (click to show/hide)

Ezostil, "The Malicious Words"

Engraved on the wall is a masterfully designed image of dwarves by Atír Idsanad. The dwarves are traveling. The artwork relates to the foundation of Doomforests by The Hall of Mortality of The Town of Stroking in the early spring of 1050.

That title is so armokdamn accurate...

An elvish caravan arrived while I made some boring micromanaging.

Oh, nevermind, the idiot is not moving. Come on! How hard is it for an elf to move trought a fucking forest? Especially because you are a lone merchant with a cow! Not too hard to get trough the trees?

Let me see, it's 11th of Granite, so the treehugger has plenty of time to show us if he's a monster or just a cannibalistic zealot like normal

Well, that'll do for now. May Armok have mercy on our souls if we let a deer-elf inside our walls.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 29, 2014, 10:47:00 pm

Date: Press z to see the overview, it should be at the top right. if you are running the lnp or DFhack, it will also appear above the menu even while playing

Half-built basalt block: this ensures that one of the closest basalt block is reserved to build this wall. in an emergency, unsuspend to lock the fort away from the depot and potential werebeasts. Unleash the depot by tearing apart the wall after a full moon.

If you want to get wood but keep the caverns locked, you could excavate a high enough cavern area and flood it lightly with water to make it muddy. I think that wiuld work. you can achieve that by designating it as a "pond" and having a few buckets available. Actually, you could dig one more level or two to the area north of the farms, then muddy it slightly. Magic dust will happen, and then trees. Well in theory. I was working on this, then gave up when i hit basalt, since at the time i had no water access. Now with the well connected, you could turn the place into a adequate tree farm. The miners are done with the super-rooms anyway and will get bored and idle unless you

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 29, 2014, 10:50:40 pm

Quote from: Taupe on December 29, 2014, 10:47:00 pm

Date: Press z to see the overview, it should be at the top right. if you are running the Inp or DFhack, it will also appear above the menu even while playing

Half-built basalt block: this ensures that one of the closest basalt block is reserved to build this wall. in an emergency, unsuspend to lock the fort away from the depot and potential werebeasts. unleas the depot by tearing apart the wall after a full moon.

Ok, thanks. Now I'll go to sleep, I'll continue tomorrow.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on December 29, 2014, 10:58:56 pm

Quote from: Drokles on December 29, 2014, 10:11:02 am

I just got married by the way, and I'm moving to another continent, so I will be mostlyinactive the next few days. Wish me luck!

Oh shit! IRL strikes again. . . congrats on the wife-taking. How many cows?

In regards to the fortress, I've solved my tileset issue and will begin my turn. I really don't know what awaits when I start playing, but I look forward to it with apprehension.

here's the DFMA and my best attempts at describing the gore-littered fortress halls (note that the map compressor nearly froze up in horror when exposed to the piles upon piles of stinking corpses):

http://mkv25.net/dfma/poi-32343-astvillethemiracle

Aaaaaand as I was writing this reply Mate888 appeared and that's A-OK. I just hope the fortress survives.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 29, 2014, 11:06:43 pm

Well, at least you got to upload the map, and familiarize yourself with the map. I don't think that's ever a bad thing with this mess of a place.

and yeah, congrats drokles! Where are you moving to?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 29, 2014, 11:09:48 pm

Quote from: Taupe on December 29, 2014, 11:06:43 pm

Well, at least you got to upload the map, and familiarize yourself with the map. I don't think that's ever a bad thing with this mess of a place.

and yeah, congrats drokles! Where are you moving to?

Yeah, it's not that bad.

Quote from: Salmeuk on December 29, 2014, 10:58:56 pm

Quote from: Drokles on December 29, 2014, 10:11:02 am

I just got married by the way, and I'm moving to another continent, so I will be mostlyinactive the next few days. Wish me luck!

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http://mkv25.net/dfma/poi-32343-astvillethemiracle

Aaaaaand as I was writing this reply Mate888 appeared and that's A-OK. I just hope the fortress survives.

I'll do my best.

And also, congratulations, Mr. Drokles!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 29, 2014, 11:44:24 pm

Hm, I may use Smuntsu's office as a cheap way of disposing annoyances. And I could also try to find a way to put his little goblin friend down there too.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on December 29, 2014, 11:46:50 pm

Quote from: mate888 on December 29, 2014, 11:44:24 pm

Hm, I may use Smuntsu's office as a cheap way of disposing annoyances. And I could also try to find a way to put his little goblin friend down there too.

Weren't you supposed to be asleep? :P

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 30, 2014, 12:05:31 am

He's *your* minister now...

Quote

Weren't you supposed to be asleep?

Doomforests bends your mind, man. One cannot rest until he has gone insane or one year has passed.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: maxcat61 on December 30, 2014, 12:34:00 am

I don't know if anyone has mentioned this yet, but when I look at the map, I notice on level 124, there seams to be a cave spider, because there is webbing everywhere. I would not go there if I was you: my experiences with cave spiders usually end with dehydrated soldiers and my entire militia being webbed everywhere. This image really expresses the spiders that I have encountered, and how hard they are to kill.

Spoiler (click to show/hide)



Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 30, 2014, 12:36:03 am

Also every time you kill the cave spider, it gets rebooted.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on December 30, 2014, 01:16:53 am

I love how, true to its name, Doomforests is packed with trees above and below that every overseer is terrified of trying to cut down. There's good reason for it of course, but I can't help but feel the Dwarves might start to think the wood might be haunted. Cursed by a mighty Elf King in histories past, who let the trees to forever call upon all manner of beasts, monsters, and armies to protect it.

Why do you think it was literally called the Forests of Doom from the very beginning?

Or maybe it's just paranoia getting to the dwarves, most of whom only know about the old terrors from second hand sources. Who can say? All I can say is that there is a definite lack of bins in the fort. On a heavily forested area on top and in the depths. Should we fight a probably imaginary curse and take what should be ours? Or do we learn from the past and prioritize survival over comfort?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Drokles on December 30, 2014, 01:52:46 am

Thanks guys!

I'm moving from Japan to Denmark, my home country. Been living here for half a year now. Later in the new year we plan to move to the States.

It's really very nice to congratulated, my wife will love to hear that. :D

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on December 30, 2014, 03:43:18 am

Quote from: maxcat61 on December 30, 2014, 12:34:00 am

I don't know if anyone has mentioned this yet, but when I look at the map, I notice on level 124, there seams to be a cave spider, because there is webbing everywhere. I would not go there if I was you: my experiences with cave spiders usually end with dehydrated soldiers and my entire militia being webbed everywhere. This image really expresses the spiders of the I have encountered, and how hard they are to kill.



Not that there isn't a GCS lurking somewhere in the caverns or anything (of course there is. . .) but seeing spider webs doesn't necessarily mark that to be true. The webs are randomly spawned whether or not a GCS exists on the map. I do know you can capture the more normal-sized cave spider and enslave them to create a silk farm, something I have never attempted.

Also, Taupe, if you have a DMFA account you can add your own Points of Interest, which would add a lot of detail to the map.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 30, 2014, 12:47:39 pm

Well, there's a cave spider in our cage room, so...

EDIT: i'm adding some points to the map here and there... Will add more once I can think of relevant information to convey

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: maxcat61 on December 30, 2014, 09:49:22 pm

I am looking at the fort, and it looks like the other 1/2 of the fort could be sealed and reclaimed quite easily: just deal with the vampire and plug the holes around the chasm/waterfall (I am not sure what it is) (flying creatures could easily get in). In addition it looks like some overseer planned the hallways leading from the chasm/waterfall to allow wagons access if a bridge was placed in front of the waterfall/chasm. They would enter from the bottom corner of 159-158, and be amazed by dwarven architecture. +1 to whoever made it. That's all that I have seen from the map.

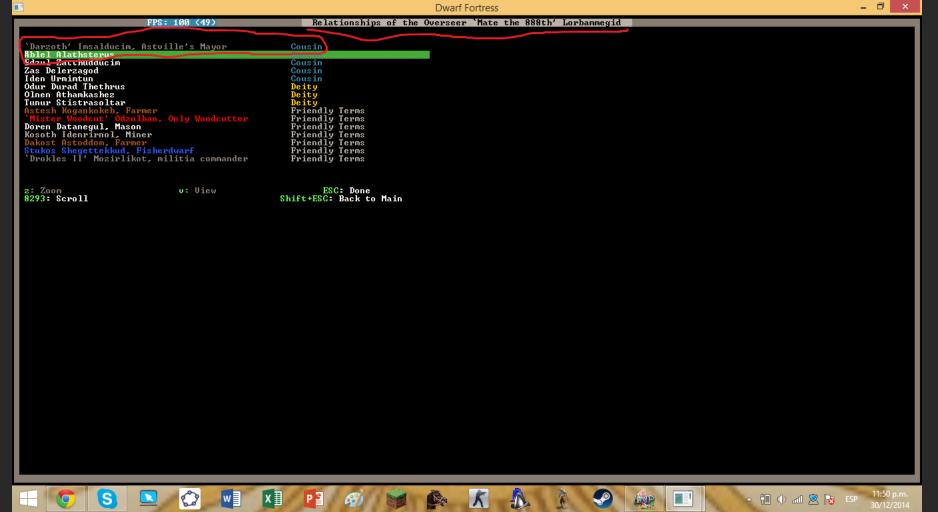
Also, Minions have poor imagination, but make up for it by making safe high quality impenetrable* stuff.

* Warranty void if moved, dismantled by tantrum, or used to make elf-lovers nobles happy.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 30, 2014, 09:52:29 pm

Well, I forgot to save what little I made on the fort on the way home, it wasn't much anyway. So, Taupe, you may or may not be haunted by an angry ghostly lumberjack, so Skaia's story of the cursed forest may be true. Also, I found this out:

<u>Spoiler</u> (click to show/hide)



The plot thickens.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: PsychoAngel on December 31, 2014, 12:30:55 am

Interesting. Be looking forward to what happens in the future.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on December 31, 2014, 02:32:10 am

Uggh, another ghost. No, I couldn't save you all. Yes, I'm very sorry about that. No, I don't plan on dying soon just to make things fair. Yes, you will get a friggin coffin.

In the meantime, if you've enjoyed the storytelling, why not take a look at Whisperwhip (http://www.bay12forums.com/smf/index.php? topic=142422.0), my ongoing fortress? It is the Captain Star of fortresses, with countless brave dwarfs stranded at the end of the world. Drama and problems arise, yet in the end, the long-awaited climax they so desperately await will not come. For the bane of the heroic is not death nor disgrace, but the slow, agonizing kiss of being discarded...

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on December 31, 2014, 03:01:22 am

Quote from: maxcat61 on December 30, 2014, 09:49:22 pm

I am looking at the fort, and it looks like the other 1/2 of the fort could be sealed and reclaimed quite easily: just deal with the vampire and plug the holes around the chasm/waterfall (I am not sure what it is) (flying creatures could easily get in). In addition it looks like some overseer planned the hallways leading from the chasm/waterfall to allow wagons access if a bridge was placed in front of the waterfall/chasm. They would enter from the bottom corner of 159-158, and be amazed by dwarven architecture. +1 to whoever made it. That's all that I have seen from the map.

Also, Minions have poor imagination, but make up for it by making safe high quality impenetrable* stuff.

* Warranty void if moved, dismantled by tantrum, or used to make elf-lovers nobles happy.

In fact, there is a bridge that spans the gap. I believe Taupe outlined the levers but I left notes in-game way back in 1052. There is a lever that retracts and extends a bridge that passes just in front of the chasm.

Mate888, making that our new entrance might not be a bad idea.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 31, 2014, 03:35:50 pm

Well, my sister showed me a series called "Attack on Titan" and I can't stop watching it, so the updates may come a little bit slower than Taupe's, but they will come, don't panic or throw tantrums.

Just one more chapter ant I'll play. One more chapter and I'll play.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 31, 2014, 05:15:24 pm

Fprtress crypt, 12 of Granite, 1056

Mate the 888th is paying his respects to Darzoth, his dead cousin.

-Well, cousin, at least you died as a dwarf, cruelly decapitated by a giant sludge, I can't imagine a dwarfier way to die, especially after years of living in the caverns. At least your cavetown was useful for us now, so your death wasn't completely useless, wich is more than many dwarves can say, but, okay, I have to go now, before people start looking at me weird for talking to a tomb, see you soon, cousin, I doubt it'll be much time till we meet again.

Journal of Mate the 888th

12 of Granite

I feel an otherworldy presence on this fort, I think that spirits may start haunting people if we don't memoralize them. I don't blame them, I would be angry too if I was rotting in a vampire fortress with everyone else not giving a shit about my eternal rest, and angry dwarf souls are allowed to leave Armok's heavenly dining halls to go haunt people, yell at cats, possess beds and overall be assholes. So I'd rather appease them before they do that.

I noticed that the "Engraver-Guy" isn't actually a guy, but she didn't seemed to complain about her name, probably because her tounge is

rotten and she's too stressed to do anything but make random scrabblings in the walls, ok then.

Spoiler (click to show/hide)



The asshole mayor demanded to make shields and then banned their exports. The carpenter will just make round planks and throw them at her face, I doubt the idiot will notice the difference.

Also, I would recommend the mayor Sodel to be less annoying on her demands, because Minister Smuntsu is feeling quite hungry right now.

If I channel the roof to the gobbo's office, will I be able to put a trapdoor there without getting the greenskin out? I'll consult that with the most experienced dwarves of the fort later on.

Apparently, Mr. Woodcut is lacking the wood to throw at the mayor's face build beds, so I'll have to make him go into the caves and chop down some goblin cap, the one near the crundle cementery, so the basalt door is now unforbidden, good luck Mr. Woodcut, and for Armok's sake, RUN!!

I can't comprehend the inaccesibility of the items in stockpiles.

The pansy elf is not moving, the damn sheep-shagger tree hugger is just standing there, looking at the fort with his cow and his caged monkeys!

WHY WON'T YOU MOVE?!

Oh. Maybe it's because silly Taupe marked good old Smuntsu as an invader in the ledgers, so the pansy does not want to get close to, what he thinks it is, a goblin infested fort. I guess the smell of rotten flesh may help with his assumptions. But he is not leaving either, he's just standing there. Ugh.

Spoiler (click to show/hide)



Er, Mr. Woodcut? You took the blood thorn down but you forgot the wood! Mr. Woodcut! Well, fuck you too!

I just noticed how many goddamn logs are lying outside in the caverns and no one is grabbing them. COME ON!! I expanded the Doctor's Lair to those three logs and the doors are unforbidden and unlocked, so come and grab them!!



Okay, I have to get a drink to forget the incompetence of my comrades. I'm pretty sure my cousin would make a better job at hauling wood and he's DEAD. AND A DEAD NOBLE FOR DOUBLE USELESSNESS! Ugh. I need some rest.

Spoiler: Bonus: The sexiest dwarf in the land (click to show/hide)



EDIT: I took a look at the vampire's personality and he is, literally, a sociopath. Not only that but he likes nature and dislikes craftdwarfship. HE LIKES NATURE AND DISLIKES CRAFTDWARFSHIP. We must not let that soulless elf lover live.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 31, 2014, 06:21:51 pm

!!ULTRA SUPER MEGA DOUBLE POST!! (please read page 22 first) 18 of Granite

I don't know why there was not any craftsdwarf around to engrave the slabs, but now Kol, an angry ghostly woodcutter is yelling at poor

old Taupe. I feel bad for him, but at least he's not me...

Spoiler (click to show/hide)



Damn, the creepy bastard is sticking his face out of a wall! I mean, it's a wall in a blocked and inaccessible area, but Taupe is frightened nontheless. Why couldn't the asshole haunt the vampire?



Well, the people went out to grab the wood, but they were foolish enough as to share the same planet with a pack of crundles. Sooo... Yeah. EVERYBODY GET INSIDE!!!

The engraver decided to finally prove his usefulness and finally put Kol to rest. Or Salemuk II, even though he's not a ghost and I prioritized Kol. Okay.

Well, there's nothing else to report, nobody died and the crundles are having hard times navigating trough the caverns. Maybe they are not native to this area? If so, who introduced them? They have to feel hate towards the dwarves, and also be good enough with animals to tame those little assholes, but who--

It was so obvious, yet not I neither the residents of Doomforests noticed until now.

An elf spy comes to the fort, disguised as a trader despite coming alone with only three animal friends. And he just looks at us trough the woodlands, like waiting for something, some reason to attack us.

We kill some underground trees and mushrooms, and instantly, out of nowhere, a packof crundles arrives, making us go inside with the wood we can collect and lock the doors as a safety measure. But we don't get attacked, because the crundles are not familiarized with this caves, to wich the elves had just introduced them.

The spy is now waiting for us to go outside and kill a surface tree, giving him an excuse to attack. Then, they will destroy our fortress and eat us all. I will not let this happen, I will strike first. But not yet, I don't have enough proof to my theories, and my fellow dwarves don't think that attacking and killing our only non-infected trade partners is a wise idea. But if I find the smallest piece of evidence, I will show these tree huggers fear. When they invade, Ushrir will do the rest or die trying. So, either way we will win.

I just need to find more evidence... Or... I could make evidence... For the good of the Fort... I must kill... Doomforests shall not fall.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: StupidElves on December 31, 2014, 07:35:50 pm

Kill the elves!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 31, 2014, 07:56:47 pm

Quote from: StupidElves on December 31, 2014, 07:35:50 pm

Kill the elves!

I like your point.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on December 31, 2014, 08:00:55 pm

I like the idea that he's trying to save the fort by inciting a war. As you mentioned, they're the last known friendly trading race we have.

Then again, we could deal with the goblins in our fort by sending elves to attack them, and in turn getting the goblins to attack the elves! It's foolproof!

...or a proof of a fool. Right now, the vampire is one of our only enemies that doesn't try to kill Dwarves on sight while following reasonable orders. You could take advantage of the opportunity. Of course, if an army were to invade while the connecting wall is down, you could doom the fort. But what are the chances of that?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 31, 2014, 08:09:44 pm

Quote from: SkaiaMechanic on December 31, 2014, 08:00:55 pm

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Use enemies to kill enemies.

That has to be the motto of the fort.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: maxcat61 on December 31, 2014, 10:28:42 pm

Quote from: mate888 on December 31, 2014, 08:09:44 pm

Quote from: SkaiaMechanic on December 31, 2014, 08:00:55 pm

I like the idea that he's trying to save the fort by inciting a war. As you mentioned, they're the last known friendly trading race we have.

Then again, we could deal with the goblins in our fort by sending elves to attack them, and in turn getting the goblins to attack the elves! It's foolproof!

...or a proof of a fool. Right now, the vampire is one of our only enemies that doesn't try to kill Dwarves on sight while following reasonable orders. You could take advantage of the opportunity. Of course, if an army were to invade while the connecting wall is down, you could doom the fort. But what are the chances of that?

Use enemies to kill enemies.

That has to be the motto of the fort.

I second this. Why let dwarves fight and die when we can make other do it for us? The only conclusion that is most evil pointless logical thing would be to use our worst foe/best friend, magma, to kill our foes. If there isn't a pimp stack by the time I am overseer, I will make one!

Blood and Death for Armok!!!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on December 31, 2014, 11:53:28 pm

"When we get overrun by wereantelopes, we use forgotten beasts to get rid of them. Then we get overrun by forgotten beasts, so we use goblins and trolls to get rid of them. Then we get overrun by trolls and goblins, so we use a badass vampire and several useless monsters to get rid of them. Then a badass vampire takes over half of the fort, so we use elves to get rid of him. Then we will get overrun by elves, but we'll use troglodytes to get rid of them. Then we may get overrun by troglodytes but we may aswell not, so the plan is infalible!"
-Famous last words

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: PsychoAngel on January 01, 2015, 11:48:04 am

Things are going just swimmingly, I see.

Happy new year my friends!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 01, 2015, 12:24:26 pm

Quote from: PsychoAngel on January 01, 2015, 11:48:04 am

Things are going just swimmingly, I see.

Happy new year my friends!

I wish a great and soapy 2015 to all of Bay12!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 01, 2015, 12:42:21 pm

15 20 of Granite, Doomforests, outside of Smuntsu's office

- -Citizens of Doomforests! You know what my opinion is about the way we should resopnd to the elven menace. But this fort is a democracy, and as such, we need the people to vote. So, I reunited you here, the most important nobles and ministers of the fort and a representative of the commoners to vote for this resolution. So, Minister Smuntsu, are you in favor of a hostile attack to the elves?
- -Glaaargh witchiglyliy wiggly caarchuim crlaadontdoityouwilldoomthefort glaargh!
- -Okay, one in favor. Minister of health?
- -Gggggh...
- -Two in favor. Minister of youth?
- -Gu... gu...
- -Three in favor. Heir to the throne?
- -Pa... Pa...
- -Four in favor. Now, for the final vote, the representative of the common people, you, very stressed fisherdwarf whose name I can't recall? What is your vote?
- -The crundles... They were everywere... Oh, Armok the crundles... They came out of nowhere, with those devilish eyes... Oh gods, oh gods...
- -Okay... I'll count that as an abstention. So, yeah! 4 votes at favor and one abstention. It's solved then! The fortress has voted and it's solved! We will attack the elves!
- -Fuck you, this is not democracy, this is a dictatorship!
- -SHUT UP URIST YOU WERE NOT IN THIS VOTATION AND YOU'LL CHARGE IN THE FRONT LINES FOR THAT!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on January 01, 2015, 01:17:50 pm

Wait, did you go back in time a few days?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 01, 2015, 02:29:59 pm

Quote from: SkaiaMechanic on January 01, 2015, 01:17:50 pm

Wait, did you go back in time a few days?

Oops, I meant 20 of Granite

20 of Granite

Well, nobody wants to memoralize Kol, so his ghost is still haunting the countryside. I feel a bit recluctant about leaving the fort now, even if it is for killing an elvish spy. I think we could just open the drawbridge to the evil half of the fort and let Ushrir go and feed himself with some fresh elven blood. The doors to our half of the fort are locked so I think we may aswell try to send him to fight. But... No. That would be bad for us.

I... See them in the trees. Birds, little birds from the woodland. Elves speak with the birds, and if the birds tell the elves that a crazy-ass vampire went and destroyed the trader, they may send warbeasts with them instead of what they would send if the kllers were unorganized militiamen.

We will lure them into the depot and murder them there.

Also, in a different kind of revelation, I went close to Smuntsu's office when I heard, through the other wall, noises. Ushrir was eating a dead troll on particularily noisy manner.

The minister started screaming "Osp! Osp! Ggrrrrrrh! Osp!"

Who the hell is Osp?

Oh.

Ushrir is not actually Ushrir.

I know his real name now. I may find a use to that.



Mr. Woodcut (actually Mrs. Woodcut) is going to pull the lever to open the bridge. Her daughter Dastot died fighting Supergoat, another of the beasts that the elves introduced to our caverns. She is determined to avange her daughter.

24 of Granite, 1 day before full moon

The dwarves are preraping for the ambush.



25 of Granite

Taupe just ran away screaming of a room. Apparently the ghostly lumberjack (who was his best friend in life) disguised as an engraving and screamed at him when he got closer. Damn.

Spoiler (click to show/hide)



In other Taupe-releted news, his wife died. Yeah. Poor man. But let's stop grieving the dead when we can avange them by killing the elves!

It's time to take revange!

Well, Ushrir, or Osp, or whatever his name is has proven to be incredibly efficient at cleaning the blood, mostly by drinking it all up. ((OOC: I am very, VERY sorry about this, but I used the DF Hack command of "clean" to clean off all the contaminants, because the FPS drops made the fort literally unplayable. Otherwise I would have never done this, but it was impossible to do anything without pausing.))

Yeah, come into the newly cleaned fort, elves. Come to the trap. Spoiler (click to show/hide)



The elves are unloading their stuff. We first we will take all of their stuff. Then, we will make them know that we know what their kings did. That we know who placed those forgotten beasts in those caves. They will be slaughtered like the animals they are.

I see that mule looking at us trought the drawbrige. He will tell the birds. And the birds will tell that to the elvish druids.

They will come and enter trought the wrong entrance. And Ushrir will do the rest.

Unless... Oh, no. That donkey. That donkey saw the real entrance. He knows. He will tell the elves where to enter from. You can call me paranoid and crazy, but that creature is not going to risk our entire fort.

That donkey has to die. We will eat meat tonight.

26 of Granite

The elves are in, the donkey is being cooked and the bridges are closed.

Now is the moment. Attack!

Nope, let's wait till they unload their stuff.

My son just came out of the farms crying. Apparently, nobody cared about the poor Lokum, so they left his mangled skeleton inside of a barrel.

I'll put him on a grave.

I'm not a patient dwarf, waiting for the elves to unload their shit is not my strong point.

CHAAAAARGE! FOR DOOMFORESTS, AND THE ENTIRETY OF DWARFKIND!

The battle was brief and bloody. All the elves and one horse were beheaded. Hm. I tought there were more elves in the fort... Oh that bitch.

The trader who calls herself Romimi Alieora knew there was something wrong inside and decided to stay outside. She saw everything. She knows we discovered them. And even worst. She knows were the real entrance is.

- -Stakud. Pull the lever. The lower one.
- -What? But that lever...
- -I know what that lever does. There is no time for us to anything else! Let Ushrir taste some elvish blood!
- -But...
- -DO AS I COMMAND, STAKUD!
- -Yes... Sir.

Apparently Urshir is crying, wich is weird because he is a sociopath that has no feelings nor soul. Maybe it's because of the burning stench of the miasma, but it's still kind of disturbing.

Spoiler (click to show/hide)

Ushrir Gulnasmafol, Vampire Lord
"Ushrir Islandchamber"

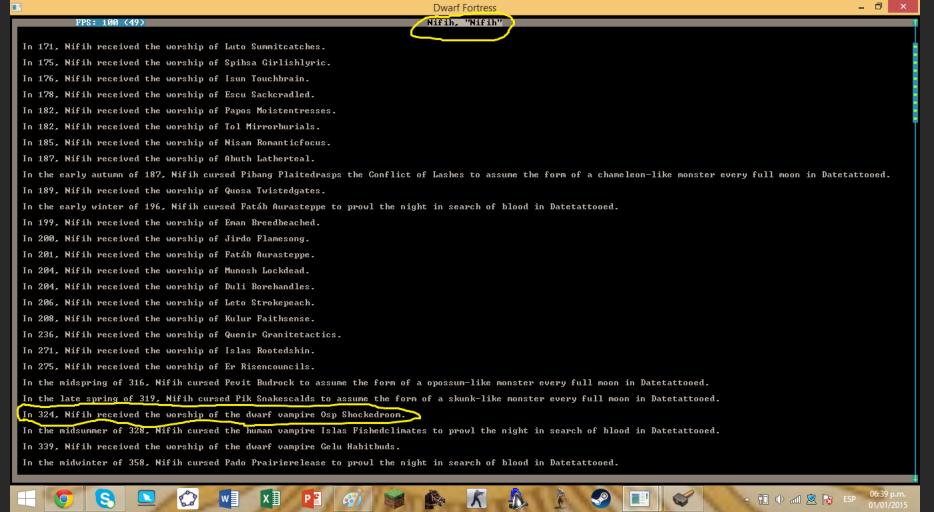
coating of Ushrir Islandchamber's dwarf tears (right
coating of Ushrir Islandchamber's dwarf tears (left

The bridge is raised and the vampire is grabbing his weapons. Shortly, the last trader will be killed, and the first part of my plan will be over.

Wait.

Before the fight, Ushrir, or Osp, gave a prayer to the human goddess Nifih for victory.

I investigated, and not only I noticed that that goddess is the one who made the first wereantelope out of a human, but also it showed me Ushrir's true name: Osp Shockedroom.



I know your name, Osp. Your false name shall no longer be pronounced in this fort.

3 of Slate, 1056

Osp dashes trought the woodlands. With sword and shield in hand, the demon runs with a grace that could only be paralelled by elves, and with much more evil in his black hearth.

When he reaches the opposite side of the mountain, Romimi menaces him with a staff. Then she sees the white hair and the fangs, but it's alredy too late to flee. She screams, and tries to escape. But nobody leaves Doomforests alive.

Osp charges and cuts the elf's foot almost immediatly, as the yak bull yells desperately. Romimi is now unable to stand up, and is now at Osp's mercy. And vampires don't know mercy.

The vampire quickly murders the elf, but takes his time with the poor yak.

When he looks at the corpse stockpile to his left and the dead elves inside of the main fort trought the closed bridge, we see horror on his face.

Did... Did we just scared a vampire?!

What the hell ARE WE?!

But... Wait... The vampire looks at us before returning quietly to his half of the fort, and his expression turns into a smile. He knows were to enter from now.

-You'll have to exit the fort some day! And I'll be waiting! I can wait. I have a whole eternity for that! And when I get there, overseer, your son will be first! Your HEIR will be first!

I'll order Romimi to be memorialized, and I go pray for the elvish invasion to be soon.

Armok, what have I done?

Well, with this I end the first month, and it's alredy less deadly than Taupe's! Stay tuned, I have a feeling that this year will be one to remember.

PS: Sorry for clearing the guts with DFHack, it's only because that lagged me a lot and caused the game to crash. When the elves come, I promise you, the halls of Doomforests will be bloody again.

Nobody leaves Doomforests alive.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on January 01, 2015, 10:55:57 pm

http://9gag.com/gag/ae3yX6O (http://9gag.com/gag/ae3yX6O)

Not sure if the river is still frozen, may want to link the mysterious lever to a bridge crossing the river.

Think the reason the elf isnt moving is that his wagon cannot reach the depot, its probably sealed by the walls or the bridges.

Quote

Use enemies to kill enemies.

That has to be the motto of the fort.

Why, yes, we have very limited ressources, can't let them go to waste, even if said ressource register under the "invader" tab.

As for the tears of Ushrir, or osp, keep in mind that his millenia-old companion probably died about a week ago, murdered by 40 trolls. I guess they grew attached to each other over the years.

* * *

Diary of Dr Taupe

Well, it is done. I have forsaken the title of overseer. It seems that the cousin of our late baron showed up, and he quickly took over the mantle of leadership and nobility by having himself crowned mayor. Surprisingly, he decided to keep minister Smunstu around, which led to the discovery of the vampire's real name: Ost. Cursed by a forgotten deity, responsible for all the wrongs in this fortress, it would seem. Who is she?

Finding the truth about Nifih may bring answers, or possibly salvation, to this forsaken place. When the next dwarven caravan arrives, I will ask our broker Skaia to secure a few books for me. I must find out more about Nifih, and the fabled place spoken of in the most dreadful legends: DateTatooed, an eldritch location known for its ancient ritual and forgotten curses. Whatever was going on over there, maybe someone figured out a way to keep all that evil at bay. an item, a prayer, maybe a ritual.

Whatever the next years allow me to uncover about this world and the horrors it spawned will have to wait, I'm afraid. Ghosts of the past haunts my days just as they have plagued my night. Asleep or awake, it makes no difference, the memories of the dead follow my every step. I asked the masons, but nobody will touch that corpse in a barrel, nor engrave the right slabs. How can I save Doomforests from the forces of evil when I can't even keep shades of my past at bay?

I'm told the elves may be allied to Nifih in some manner. They were slaughtered in our hall, and I heard the voice of Ost resonate in the halls. He seeks to get in. He seeks our blood. The death of his companion will not go unpunished. I hope Mate the 888th knows what he is dealing with here. Otherwise...

But hey, at least for once we get to eat meat?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 02, 2015, 05:16:13 pm

Yes, Taupe, we will eat delicious cat and donkey.

Also, weirdly enough, Nifih is the goddes pof pregnancy, fertility and love.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 02, 2015, 05:29:41 pm

Quote from: Drokles on October 18, 2014, 05:02:16 am

- mate888
- Salmeuk

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on January 02, 2015, 08:31:30 pm

Quote from: mate888 on January 02, 2015, 05:29:41 pm

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gasp Lies!

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He'll change it after you complete your turn in a week or so. You think you can do it by then?

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Anyone else's thoughts?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 02, 2015, 09:55:28 pm

Damn.

I'll try to be quick, and if I don't get to the end of the year in the second week, I'll just have a breakdown and pass the save.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on January 02, 2015, 10:09:58 pm

The framerate is not what it used to be, and I think Doomforests benefits from non-rushed writing. I would suggest two weeks for a turn, but encourage to skip over to the next in line if they know they'll be especially busy.

As for the four days to do a month, well, let's keep in mind that yesterday was new yer's eve, and I assume people have parties and family reunion to attend. The forums have been rather dead since the 29th.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on January 02, 2015, 10:51:57 pm

Yeah, the bogged down framerate is a good point, along with the holidays. Two weeks is still a good rule I think, but even that deadline can be altered with varience to finish up a story or something. Doomforests has a history now, and we'd be in error to let the writing get shoddy out of panic. Of course, we have many signing up for a second turn so it's not a one-time opportunity to make a difference in the end. It's just a fallback rule that helps keep the save moving.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 03, 2015, 01:06:47 am

^{*}gasp* Lies!

Quote from: Taupe on January 02, 2015, 10:09:58 pm

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As for the four days to do a month, well, let's keep in mind that yesterday was new yer's eve, and I assume people have parties and family reunion to attend. The forums have been rather dead since the 29th.

Yeah, I'll try to post the save if I don't finish after two weeks.

5 of Slate, 1056

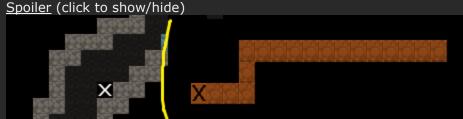
Well, the animals that came with the elves and were not killed apparently befriended us. I don't see much use for them but they'll do as exotic pets.

Kol has been finally put to rest and me, my wife and my son have now a nice room. Also, I decided to make a new room for the crypt, we have alredy filled the other three rooms. We have three huge coffin rooms all full, and still most of the corpses are laying on the evil half of the fort. Shit.

7 of Slate

We are going to dig up a new level of the fort, because relying only in Astville and the not-so-evil half of the fort on everything can be confusing. Also because I have plans on Smuntsu's office.

No, forget it, nobody wants to dig.



Maybe I'm doing something wrong?

Nah, it can't be.

Well, I don't know what to do until the elves get here, I guess I'll focus on the fort's well being and that nothing evil comes from the

A dwarf came to my office screaming something about a buzzard stealing 5 peaches.

Weird, because he took them out of the peach tree. Birds have to eat, haven't they? I'm not THAT paranoid. Unless...

Unless the elves sent that bird to steal our food and starve us to death before the attack. Those assholes.

Well, food is not a problem with the farms working, so those tree huggers may aswell keep trying to rob us, they'll fail.

Crundles may seem sentient, but they're not. And if they are, I don't care, they taste like cat!

Drazoth II has been crying. I don't blame him, but this is not the time to show weakness, we will cry when we are safe and we retake our fort.

More elfic birds are taking fruit from the trees. Apparently they don't want the things that carry the seeds of the trees so close to the dwarves. They think they have all the right to the wood in the world, and that's why they want to take our Forests of Doom on theyr Tree Jihad. Well, we will not let them take this woodlands. They are our home. Let the dwarves from the Mountainhomes call us "Forest Dwarves", we will not leave Doomforests while alive. Nobody will leave Doomforests alive. No elf, no vampire, no enemy will.

<u>Spoiler</u> (click to show/hide) Itnetroldeth, "The Uncertain Anguish" FPS: 100 (49) Engraved on the wall is a superiorly designed image of dwarves by Kadôl Amemlogem. The dwarves are traveling. The artwork relates to the foundation of Doomforests by The Hall of Mortality of The Town of Stroking in the early spring of 1050. *Sigh* Of course. No, Kol has not been memoralized, poor Taupe can't get any rest can he? The ghost of that asshole is haunting the woodlands. The worst is that the engravers said that they engraved the memorary slab, but I can't find it anywhere. Why won't you work?! Actually, why won't anyone work?! The miners don't mine, the engravers don't engrave and all they do is hauling, hauling HAULING! I told them clearly NOT TO HAUL, but the only one who decided to dig is Taupe, and he only dug one little tile of the crypt before going back to get drunk! How will I reach the end of the year with such frustrating idiots?! 14 of Slate Wait, we don't have a bowyer's workshop?! This is basic fortress stuff and we don't have any?! I'll fix the error right away. "TAUPE YOU SONUVABITCH MEMORALIZE MEEEEEEEEEEE!" The ghost of Kol is not very subtle. I have to respect Taupe II, I would be terrified if I had a ghost screaming less than one meter behind me, but he just doesn't give a shit and he keeps planting the seeds of the farm. "*Sigh* Go haunt the engravers then, they are the ones who made the slab but do not want to show it." "B-but I don't know them. I'm a shy dwarf Taupe, you know me since our beards had color" "Then go and meet them" "Nah, I'd rather haunt you. BOOOOOOOOOOOOOOOO" "AAAAAAAH, GODS, I'll never get used to this!" I'll have the trees in the courtyard cut off, mostly to insult the elves, but also because I don't trust the caverns. The damn treehuggers may have ambushed themselves somewhere alredy, so they may never attack until some poor asshole goes out in Also, we may actually manage to regain the evil half of the fort if we manage to lure Osp into the bridge and "accidentally" pull the bridge lever, making him fall to a watery death. But... Then, when the elves inevitably come here to finish the job that their beast could not, there will be no one to stop them, and it will be the end of us. I'll not let Doomforests fall for my lack of patience. Once the autmun caravan arrives (I hope it does) with news of the rest of the world, we will know more, and what effect did our attack on the elves to our civilization and theirs. Kol has now been put to rest. We will never forget him. Or, at least, Taupe will never forget him. 20 of Slate Ew. The depot is filled with miasma and the rotting and mangled corpses of the elves and a horse are frankly quite terrifying. But our depot is a fine one. I feel quite intrested on it actually. The mayor Sodel is conducting a meeting. And I feel like she's the only person that actually does what she says she's going to do instead of taking breaks, eating, drinking, sleeping, planting seeds and taking another fucking break! I need a drink. Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Pencil_Art on January 03, 2015, 03:29:01 am Quote from: mate888 on January 03, 2015, 01:06:47 am Spoiler (click to show/hide) Itnetroldeth, "The Uncertain Anguish" FPS: 100 (49) Engraved on the wall is a superiorly designed image of dwarves by Kadôl Amemlogem. The dwarves are traveling. The artwork relates to the foundation of Doomforests by The Hall of Mortality of The Town of Stroking in the early spring of 1050. *Sigh* Of course. Ho ho ho. Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Hello friends, good to see some activity here. Damn, you wrote A LOT mate888 I look forward to actually reading it all still :D. Quote from: SkaiaMechanic on January 02, 2015, 08:31:30 pm Quote from: mate888 on January 02, 2015, 05:29:41 pm

Post by: Drokles on January 03, 2015, 09:05:10 am

Quote from: Drokles on October 18, 2014, 05:02:16 am

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gasp Lies!

Indeed.

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Of course, if everyone else says that I should cool down and it takes however long it takes, then I'll just shut up and learn to be patient. I've just had...experiences...with this kind of wait, and I'd prefer we set some hard rules about what's expected of us **early on** before anything happens, and I like what PsychoAngel did when he uploaded his save so no work goes to waste. But after all, it's only been four days.

Anyone else's thoughts?

Hehe, sorry mate888, fixed the OP.

Thanks for your post SkaiaMechanic. I think it's a good point you make and it's something I've been thinking about as well. Yea, I'm really not certain what is the best solution. On one hand I feel responsible towards the players who signed up later in the list, on the other hand I think it makes for some **really good** posts that our players take longer than one week. In some ways it may even be neccessary if we really want to have some good stuff happening here.

I am in fact inclined towards accepting your proposal of 15 days. Shall we make it an even two weeks? I'll just make a poll really quick and let it be up to you all to decide.

I agree with Skaiamechanic that we should just have our players upload the save after the alotted time has passed or one year of in game time. Any objections? I'll update rules whenever there are substantial results in the poll.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on January 03, 2015, 03:34:48 pm

WHO VOTED THREE WEEKS YOU TIME HOG I WILL FIND YOU AND PILLAGE YOUR uh PLACE OF RESIDENCE

jk

I have voted. I am also anxiously awaiting the next installment of mate 888's great fate!

School starts for me this next week, and I have a busy quarter. I will, of course, drop all responsibilities just to finish up my turn.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Iamblichos on January 03, 2015, 04:00:43 pm

Yes, I voted for two weeks as well... delighted to get a little bit more than a week, since the next month or so at work is the close of the fiscal year and, well, yeah.

I am so completely looking forward to my turn and seeing what I can salvage from this hellish shitscape can do to add to the !!FUN!!. :D

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 03, 2015, 05:15:24 pm

Quote from: Salmeuk on January 03, 2015, 03:34:48 pm

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It was a misclick. Please don't kill!

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Quote from: SkaiaMechanic on January 02, 2015, 08:31:30 pm

Quote from: mate888 on January 02, 2015, 05:29:41 pm Quote from: Drokles on October 18, 2014, 05:02:16 am

- mate888Salmeuk

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I think two weeks would be the perfect time for everyone, maybe three weeks in special situations (holidays, etc).

But well, let's continue the story.

21 of Slate, 1056

The trees in our courtyard are being killed. I don't actually dislike trees, but this way the elves will be upset, and we could find a use for this wood.

24 of Slate

Spoiler (click to show/hide)

→Amost Edtulral, Mason has grown attached to a steel mace!

I think that some kind of attachment to your working tool or weapon is not bad, even good in times like this, but Amost is talking to "Steely" like if it was a friend. Weird.

Spoiler (click to show/hide)

This is a well-crafted steel mace.

One Kill

a horse, d. 1056

Slayer

Amost Groovesilvers the dwarf, one kill

It wasn't even used to kill an elf but OK, fair enough.

28 of Slate

I can kill the vampire right now. But then, the elves would not be murdered accordingly.

If I can find a way to lure Ost to the bridge, draw it and make him fall 8 vertical Urist levels into the brook, would that be enough to kill him, or at least permanently cripple him?

I think we should do that after the elvish siege, but I don't know when will they come, nor if they will even wound the demon.

The way he killed that elven trader... He didn't even let her scream. If I make him fall, he may not die, but if he's wounded during the siege, the elves may end him, making harder for us to take that half of the fort, as for that we would have to kill whoever is left in the fort. We will wait, no matter how long it takes.

1st of Felsite

A whole month has passed, and I would swear that the elves would have come by now. I don't know if I sould send a group of suicidal idiots brave explorers to scout the terrain for possible elven menaces, or if I should send Osp.

Oh Armok dammit. I should have known.

The traders were just bait.

They knew that we would attack them, and Romimi was ordered to stay outside, not knowing that their elvish overlords had alredy made dealings with Osp. He would kill her, making us think that he is also an enemy of the elves, and then, when the elves get lured into his half of the fort, he would tell them where to enter to.

We have to kill him now, or at least wound him, if he manages to get back to his half of the fort, we will lure him outside, so he will be the one to recieve the ambush. The elves will attack him before they notice who he is. And only one of them will survive. If its Osp, we will wait until another "accident" befalls on him. We will not risk the fort.

Spoiler (click to show/hide)

Some migrants have decided to brave this terrifying place, knowing it may be their tomb.

No, shit! Cancel all orders! Close the bridge, lure Osp to some other place!

We have 9 dwarves coming. Let's pray for the bridge to the evil half of the fort to be closed in time.

The poor migrants can't cross the river, I told the dwarves to build a small bridge, but nobody really wants to.

From what I saw, none of them is a vampire. Also, we have a cheesemaker, a peasant, a fish dissector and a thresher. I think we have a scouting force now! Welcome to Doomforests, my glorified meatshields!

To enter the fort, our migrants had to go trought the miasma-infested depot room.

You'll get used to the smell.

Everyone does.



I need a drink.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on January 03, 2015, 11:27:00 pm

Quote

Also, we have a cheesemaker, a peasant, a fish dissector and a thresher. I think we have a scouting force now! Welcome to Doomforests, my glorified meatshields!

Doomforests, where we pit anything against anything else. Nothing, no one, is safe. This deserves a spot on the quote page IMO...

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Iamblichos on January 04, 2015, 07:37:52 am

Quote from: Taupe on January 03, 2015, 11:27:00 pm

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It is shaping up to be the Arena with personality, yes :D

BTW, can I get dorfed? Preferably a gemcutter but any old dorf will do.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on January 04, 2015, 12:55:44 pm

Journal of SkaiaMechanic

1st of Felsite

Well, it's official, our overseer is officially insane. Somehow, he got the idea in his head that Doomforests was "cursed" by "an old elf king" and "every living creature" is out to get us for the "removal of trees and mushrooms." I mean, really? Really? Did he hear that dumb rumor or just make it up himself? And now we've basically lost our only safe trading partners. Bah, I'll just try to keep him away from the traders. Speaking of which, I should probably help clean up the Depot the next time I'm there, there's still some elf blood on the walls and I swear I smell some kind of rotting elf part we couldn't find. Oh well. How long could the smell last?

The vampire....now known as his true name Osp, is yelling something about the "doom of the fort" and "revenge" or something. Whatever. Considering the other guests we've had in that side of the fort, Osp is still the most reasonable. Well, other than that goblin locked in the mayor's old room. After a few months, his random babbling and yelling actually become sort of calming walking by the area. It's really odd.

The spirit haunting Taupe had finally been put to rest. Perhaps now the guy can actually get a good night's sleep. It was kind of funny

Now that any of our trading partners can be a werecreature, I need to pick up a spare weapon and breastplate from the military bin. I'm not gonna die just because I happen to be the one that needs to hang out at the Depot the longest.

Also, the tension seems to be getting to everyone. I've noticed quite a few dwarves having trouble concentrating on their tasks. Oh well, hopefully it'll come and go with the seasons.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 04, 2015, 03:25:16 pm

Quote from: SkaiaMechanic on January 04, 2015, 12:55:44 pm

Well, it's official, our overseer is officially insane.

u fokken wot m8?!

For plotting aganist me, I degrade you from superminion to regular minion! MWAHAHAHA!

Quote from: Iamblichos on January 04, 2015, 07:37:52 am

Quote from: Taupe on January 03, 2015, 11:27:00 pm

Doomforests, where we pit anything against anything else. Nothing, no one, is safe. This deserves a spot on the quote page IMO...

It is shaping up to be the Arena with personality, yes :D

BTW, can I get dorfed? Preferably a gemcutter but any old dorf will do.

Sure! I'll try to find a gemcutter, but if I don't the older dwarf we have is a 156-year old thresher that is part of the bait squad scout

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: maxcat61 on January 04, 2015, 04:48:37 pm

Ahhhhhhh. You got the wrong person. I am the super minion, the leader of the oppressed. Don't demote me!

Also, if you want to impress the elves, build them a shrine out of wooden logs. I am sure they would find it charming.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Dark One on January 04, 2015, 06:01:49 pm

Ever growing piles of bodies, ghosts haunting survivors of the past massacres, paranoia and a powerful vampire closed in secluded parts of fortress. Still, none of the threats managed to bring it to its end. This makes Doomforests a masterpiece on par with Boatmurdered or Roomcarnage.

It would be an honour if I could be dwarfed and have my place within those accursed halls, as a metalsmith or possibly a miner.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 04, 2015, 07:08:05 pm

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Ever growing piles of bodies, ghosts haunting survivors of the past massacres, paranoia and a powerful vampire closed in secluded parts of fortress. Still, none of the threats managed to bring it to its end. This makes Doomforests a masterpiece on par with Boatmurdered or Roomcarnage.

It would be an honour if I could be dwarfed and have my place within those accursed halls, as a metalsmith or possibly a miner.

Well, you're lucky, a metalsmith just came to the fort with the migrants!

Quote from: maxcat61 on January 04, 2015, 04:48:37 pm

Ahhhhhhh. You got the wrong person. I am the super minion, the leader of the oppressed. Don't demote me!

Also, if you want to impress the elves, build them a shrine out of wooden logs. I am sure they would find it charming.

Oh, sorry about that, if you keep up your work, you'll be an ultraminion!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 04, 2015, 10:11:41 pm

Journal of Mate the 888th, Overseer of Doomforests 7 of Felsite

((OOC: Iamblichos, you have been dwarfed as a gemcutter.))

A methalsmith called Dark One (what an ominous name, eh?) has come to the fort, saying that he wanted to see his wife.

- -Who's your wife?
- -She's Geshud Oltareshesh.
- -Geshud... But she is...

<u>Spoiler</u> (click to show/hide)

Relationships of the Metalsmith 'Dark One' Lilumzefon FPS: 100 (49) Vampire Mistress Mörul Edtulnomal Eldest Daughter Mebzuth Nekutuzol Youngest Daughter

- -Erm... How old are you again?
- -Hm, you don't look skilled enough to be one of them, nor you belong to that many forts, did your wife ever told you that she was a vampire?
- -What?
- -And she's dead.
- -WHAT?!
- -Yes. Well, you don't look very skilled, but if any dwarf appears misteriously dead, you'll be used to feed the crundles...
- -Y...Yes... Sir!
- -Good, good.

The peasant is apparently a skilled speardwarf, we may want him for other task that's not dying when fighting the elves. Aswell as a marksdwarf with the scouts.

Well, I guess the scouting party may turn out to be an elite group after all.

They are ordered to station at the courtyard, once they are all outside, the fort will be sealed and they would leave the courtyard to explore the surrounding area for elves. If the elves are found and there's no way to escape from them, one of the soldiers will be left behind to distract the elves, while the rest flee to the courtyard. May Armok have mercy on their souls. Spoiler (click to show/hide)

	Dwarf Fortress
FPS: 100 (44)	Stâkud Lunurdim, "Stâkud Cloudytowers", Recruit
"W worried? Do I look worried?"	
That's the attitude, soldier!	
13 of Felsite	

The soldiers go outside and explore the edges of our dominions. No elves to be seen. I tell them to climb the nearby hills. You neven know when or from where will the ambush come. You only know it'll come, and it's better to be prepared for it.

15 of Felsite

Well, I read some news about who was fighting who, and the elves apparently aren't at war with us. That's dissapointing. Maybe if I gave them wood they would have got more easly pissed.

Well, false alarm, everyone! No elven siege now, no elven siege this year, get back into the fort.

Now that I found out about the talented dwarves in the scouting party, I may aswell try to form some kind of elite force out of this militia. Spoiler (click to show/hide)



Bravery is a very valued factor in dwarven society. Sadly, bravery can get easly mixed with suicidal stupidity on this times.

19 of Felsite

Wait... If there isn't any incoming elven attack (those cowards know that without their tamed beasts they can't even fight a dwarven militia), that means we can end our vampirism problem right now!

We must lure him outside of the fort, to his bridge, and hold him there enough time to close it with him standing on it.

21 of Felsite

If a precise incision is made in an exact part of a kobold skull, it can be used as a warhorn. Using it I attracted Osp Shockedrooms to the bridge, right when it opened.

-Osp Shockedrooms.

-Fuck you and your monologing! I'm on break!

-What?

Osp then ran trought the bridge before anyone managed to pull the lever.

Crap.

. <u>Spoiler</u> (click to show/hide)



Shit.

Osp Shockedrooms is now running free on the forests.

What have I done?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 04, 2015, 11:10:14 pm

The vampire decided to take a break instead of stationing himself on the bridge, the asshole.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on January 04, 2015, 11:39:54 pm

Diary of Dr Taupe II 15th of Felsite

I have finally been able to rest. For months now, my only solace had been alcohol. Today I was finally given some time to sleep. The ghost of my old lumberjack friend is now gone, hopefully for good. News of the exterior world doesn't seem good, and Skaia shared his doubts about the overseer's sanity with me last night. Not sure we can do anything about that. The good news is, we are not at war with the elves. I guess, so long as Ost remains sealed, Doomforests will be able to thrive. No one is foolish enough to unleash him in the wood, thank Armok.

Speaking of Ost, I had an idea. While giving a hand with the depot mess, I was able to secure a bag left by the vampire, before I sent him in the forsaken half of these halls. Most of the books he carried in there were ancients, and in old, forgotten languages. It may be a while before I can decipher everything. The elves also had various books on them, altho I doubt any of those were meant for trade. Merchant posessions or reads for the traders while travelling across the country, most like. They may contain useful knowledge.

20th of Felsite

Translation is slow, but most of my old medicine books are inspired from elven, human or even older tongues. Thank Armok most of my old tomes were stored in the domitory when the tragedy struck, while we waited for Psychoangel to set up a proper hospital. So far, I have neen digging into a very old religious tome. Apparently, Nifih was a goddess of fertility, most associated with pregnancy and children. Surprisingly, tho, she was a human goddess, not native to any dwarven society that I know of. How Ost came to worship her is beyond my knowledge for now... but his prayer to this foreign deity is not unique. Many strange creatures, such as olm men, cave fish people, reptile men, snakekin, and many other strange reptilian creatures, received the worhsip, or were cursed by this strange human deity.

The reason why so many lizard beings would seek the grace of Nifih is uncertain...

Spoiler (click to show/hide)

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In 765, Nifih received the worship of Buqui Mutedbrass.
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In the midspring of 768, Nifih cursed the cave fish woman vampire Arug Commonwhisker to prowl the night in search of blood in Datetattooed.

In the early spring of 771, Nifih cursed the serpent man vampire Uzông Bristledays to prowl the night in search of blood in Datetattooed.

In the late summer of 772, Nifih cursed the cave fish woman Gagu Neoticks to assume the form of a camel-like monster every full moon in Datetattooed.

In the early autumn of 800, Nifih cursed the reptile man Tuma Tickcalm the Honest Lessons to assume the form of a tortoise-like monster every full moon in Datetattooed.

In the late spring of 803, Nifih cursed Usu Whisperbaths to assume the form of a skunk-like monster every full moon in Datetattooed.

In the midwinter of 806, Nifih cursed the human vampire Eri Findmunches to prowl the night in search of blood in Datetattooed.

In the midspring of 819, Nifih cursed the amphibian man Bogsosh Judgetrusses to prov1 the night in search of blood in Datetattooed.

In the midautumn of 820, Nifih cursed Kád Combinedtouched to prowl the night in search of blood in Datetattooed.

In the early winter of 821, Nifih cursed the cave fish man vampire Afica Meltstuck to prowl the night in search of blood in Datetattooed.

In the late summer of 848, Nifih cursed Jasro Seasondrill to prowl the night in search of blood in Datetattooed.

In the midspring of 849. Nifih cursed the amphibian man Ucat Chaosbreaches to assume the form of a opossum-like monster every full moon in Datetattooed.

In the early spring of 861, Nifih cursed the olm woman vampire Mûra Tummydrummed to prowl the night in search of blood in Datetattooed.

In the midwinter of 862, Nifih cursed the amphibian man vampire Wur Clobberedfondle to prowl the night in search of blood in Datetattooed.

In the early summer of 863, Nifih cursed the serpent woman vampire Anu Reliefwebs to prowl the night in search of blood in Datetattooed.

In the midspring of 864, Nifih cursed Gebdum Snugglegroove to assume the form of a gopher-like monster every full moon in Datetattooed.

In the midsummer of 887, Nifih cursed the reptile woman Shigós Shadejest the Windy Coastal Strap of Nails to assume the form of a camel-like monster every full moon in Datetattooed.

In the late summer of 888, Nifih cursed the olm woman vampire Yafa Stirclam to prov1 the night in search of blood in Datetattooed.

In the late spring of 891, Nifih cursed the cave fish woman Lam Heavenscackle to assume the form of a chameleon-like monster every full moon in Datetattooed.

In the late winter of 891, Nifih cursed Iki Stokedman the Fangs of Flight to assume the form of a chameleon-like monster every full moon in Datetattooed.

In the early spring of 908, Nifih cursed the serpent woman ÿamoru Acheford the Snarls of Taming to assume the form of a raccoon-like monster every full moon in Datetattooed.

In the late autumn of 908, Nifih cursed Apug Dawnnotched to assume the form of a raccoon-like monster every full moon in Datetattooed.

In the early autumn of 917, Nifih cursed the cave fish man vampire Urvad Scorchedshoved to provl the night in search of blood in Datetattooed.

In the midspring of 931, Nifih cursed the serpent woman Immast Blamelessmirror to assume the form of a raccoon-like monster every full moon in Datetattooed.

In the late summer of 939, Mifih cursed Utesh Singchamber to prowl the night in search of blood in Datetattooed.

In the early spring of 966, Nifih cursed the serpent woman vampire Semili Negategrooves to provl the night in search of blood in Datetattooed.

In the late autumn of 985, Nifih cursed the reptile man Asu Pungentslits to assume the form of a raccoon-like monster every full moon in Datetattooed.

In the early winter of 1011, Nifih cursed the cave fish woman Itvid Riddlesmiled to assume the form of a antelope-like monster every full moon in Datetattooed.

In the early spring of 1013, Nifih cursed Ac Pleatedstern to assume the form of a antelope-like monster every full moon in Datetattooed.

In the late summer of 1020, Nifih cursed the amphibian man vampire Oda Fingercanyons to prowl the night in search of blood in Datetattooed.

In the late summer of 1021, Nifih cursed the reptile woman Palara Bakertepid to assume the form of a camel-like monster every full moon in Datetattooed.

In the midspring of 1024, Nifih cursed Edin Trussedbreached to assume the form of a gopher-like monster every full moon in Datetattooed.

In the late summer of 1025, Nifih cursed the olm woman Arifè Fordhorses to assume the form of a chameleon-like monster every full moon in Datetattooed.

I find no mention of any new worshipers in the last three centuries. Only new curses. Ost had been collecting dates and names very carefully in this strange leather-bound tome of his, as if he was studying and cataloging others who shared his curse. It seems that most of the worshipers of Nifih were killed, or morphed into monstrosities by the goddess. There is, however, one name that appears in the list, yet remains absent from the curse mentions.

Buqui MutedBrass.

Whomever he is, I must find him, if alive he still is after 300 years of bloodshed and terror. He is my best chance of puzzling out what is dragging this world into darkness.

Spoiler: OOC NOTES (click to show/hide)

Ok, during the next months, i will start publishing lore about the world using journals and letters by and to the doctor, or history books. There seems to be a much bigger story going on here, and it is worth savoring. Let's just say that DateTatooed is the human equivalent of Doomforests. I am taking a crapload of screenshots and exploring the world with legends mode. I don't want to rush it, so I'll keep dropping a few bits of knowledge as the fort progresses. If you like suspense and storytelling, i would advise you to wait for it to unfold, rather than downloading the save and checking it out. Stay tuned.

I've willingly shortened this journal by removing a very spoillery bit, which i think is best left for later. Forget everything you read, shhhh!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Drokles on January 05, 2015, 01:45:46 am

All right, poll results seem to agree almost unanimously. Will update stuff and read everything when I am finally reunited with my PC tomorrow.

HANG IN THERE GUYS

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: SkaiaMechanic on January 05, 2015, 02:47:45 am

Journal of SkaiaMechanic

21st Felsite

I'm glad the elves haven't sent an army in response to our attack on the elves. Being the fortress's head trader isn't much WHEN THERE IS NO TRADING! Of course, no one from the attack made it back home, so as long as it doesn't become a pattern we should be be okay. I need to get to that Overseer position. Only then I'll be able to create the TSP and protect the fort.

Talking with friends has helped me stay grounded and focused. I've chatted with Taupe and Max the Minion here and there. Since it seems like he's not a Vampire himself, I need to remember to talk with the new migrant named "Dark One." Well that's not ominous at all is it? Of course, if a vampire were to marry someone and not kill them, they'd have to be pretty deep into the whole "darkness" thing in the first place. Anyways, if he's dealing finding out the identity and death of his wife and immediately being put to work, he could use some help. Doomforests is not kind to the distracted.

Speaking of Taupe, he's been talking recently about some books he picked up from Osp and the dead elves. I didn't get all what he was saying, something about a human love god who kept cursing everyone and attacking all of her followers. Kind, sane lady, huh? Taupe talks about "the world falling into darkness" or something? Personally, I think it sounds just as crazy as the stories Mate888 keeps ranting about. However, I tend to lend credibility to a scholar surrounded by books in five or more languages far more than the guy who shouts at birds in the trees, telling them to stop spying and stealing our fruit. Yes, he's actually gotten to the point where birds eating fruit is seen as an omen of invasion. So I'll get some news from the traders from the rest of this year. Find out what I hear.

I think we need to get our current overseer out of here. Yes, he's created an actual military, found out Osp's true name, and appears to be keeping the fort relatively stable for the first time in this history of this fortress. But seriously, literally EVERY SINGLE REPORT I've read from him has been about Elves, Vampires, or Ghosts. I gotta prevent him from making a scene when the humans show up in the summer. With any luck they won't transform into werebeasts this time.

I want to become overseer in his place, but that's still a few years away from success. Perhaps I can get someone else in the interim before I take the seat, but who?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Dark One on January 05, 2015, 08:33:07 am

Finally found that fortress where my wife has gone, it's called Doomforests. I talked with the overseer, Mate the 888th. He seemed to be worried about the fate of this settlement, or maybe about his own fate? He told me that Geshud died, and that she was a vampire?! I couldn't believe him, but she could be infected during her adventures with that bastard Osp Shockedroomed. There was something wrong with him, I have seen the way he looked at my wife. I must find him. I also need to find the tomb of my wife, if there is any in this accursed place. I must be cautious if I want to find the truth about my deceased wife. First, I need to get a room, and a job. I think that metalsmith might be needed here.

I took one room as my own. Exhausted after the long journey I have fallen asleep.

8th Felsite

I woke up in the cold floor. I get out of my room, and walked the corridor dimly lit by the torch I hold in my hand. There are ominous shadows growing on the blood soaked walls. I felt strong pain in my chest, and felt my body getting more numb while moving on. Finally I reached big antechamber. Soap pillars were holding the ceiling. There was an adamantine table with body of my wife lying on it. Osp Shockedroomed was praying to a mysterious force. As I entered the chamber, the gaze of his cold, empty sunken eyes landed on me. I was horrified. Suddenly the body of Geshud starts to shiver, and she comes back to life for a brief moment. I say I will meet you in the deaths halls my love. I notice also a weird snail and goat monsters. After Geshud's body falls on the floor, a horde of wereantelopes appears and tears me apart.

I woke up in my bed, with troubles of catching air, as if something heavy lied on my chest, as if something dark was growing from my heart and killing me from inside. Dark One is not the fancy name I have took as my own. Since early childhood I am tormented by horrifying nightmares, some of them happening in reality later on. The elders of the fortress where I grew up called me Dark One. I still remember as in my early childhood I was sneaking into the forges area. I wanted to hear the song that metal sings with each stroke of hammer laid by metalsmith. And legendary metalsmiths moved hearts with their work not only bringing high quality metal craft, but also the most beautiful songs I have ever heard. But when I started smithing on my own, I couldn't hear the song anymore. I heard only screams and moaning of the damned, the frightening story each ore told. Rocks are communicating, and telling everything as a metalsmith strikes them with hammer, or miner strikes with his pickaxe. If I can't get any information about death of my wife from dwarves or that vampire, ores would tell me sooner or later. I am still accommodating to this place.

9th Felsite

I was watching the overseer. Apparently this place is ruled by insane dwarf with paranoia, but as long as he's not a threat to my research I have nothing against him. I only want to find out what happened to Geshud. She was the only dwarf who could understand me, and soothe my nerves. The night terrors, the suffering was much easier to endure with her on my side. Anyway, passing through the corridor I found out that there is a goblin closed in one of the offices. I know their language a bit, as I liked spending time with captured enemies. Luckily one of the goblins that were captured in the mountainhome knew our language a bit. That goblin might be a valuable source of information. I will talk to him in time, where no one can interrupt me.

21st Felsite

Long time has passed, and nothing important for my research to note happened, except my nightmares. Since coming to this place, thay are getting more disturbing. Also still haven't found a good moment to talk with that goblin, or anyone in particular. This is the one I'm most afraid of:

I was standing in the endless space, beyond time, beyond suffering. I looked at the Armok himself, taking his hammer and taking the world we live upon the anvil of creation. As he strikes it with his hammer, screams of tormented creatures, and moaning of the dead could be heard. A terrifying song for Armoks delight. But I was standing still, watching destruction and creation of the new world. The ever growing conflict. All the view is so unconcievable that....

As he ends he takes in his mighty hand, and throws me away, then the god of blood says: You are the cursed one, you shall exist for eternity, to endure all the suffering that has ever come to my worlds.

I woke up, but something was changed. From now on, the voices, whispers and screams appear in my mind. But its not insanity, the rocks. The rocks are telling me the story, it tells me everything. I can't escape from the blank gaze of rocks, from its voice. Blood shall be spoiled, and bodies will rot. That's the way of all the flesh. Only rock, eternal witness to the whole suffering stays until Armok reforges the world.

I came here to find out truth, to cease in my existence, to end this madness.

Spoiler (click to show/hide)

OOC Sorry for the wall of text, I don't know if this fits well with the story, and its more of an introduction to the character.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Iamblichos on January 05, 2015, 02:01:13 pm

Quote from: mate888 on January 04, 2015, 10:11:41 pm

((OOC: Iamblichos, you have been dwarfed as a gemcutter.))

Score! If you could hit me up with my character description either on here or in PM, I would appreciate it... no rush.

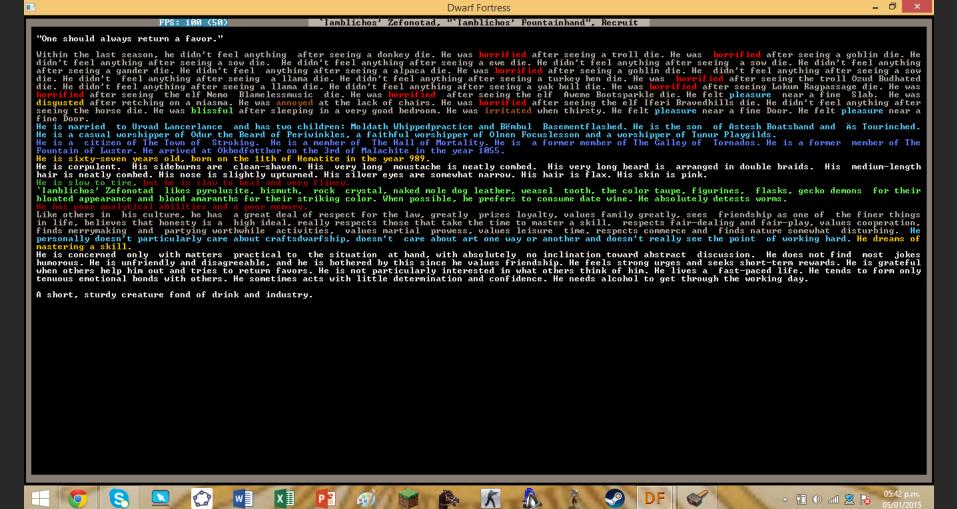
Loving the research on Ost and Nifih; perhaps Iamblichos can assist in some of the more mystical research. He's very... fond... of crystals.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 05, 2015, 04:31:27 pm

23 of Felsite

((OOC: BTW, awesome journals))

- -CLOSE THE DOORS! SEAL THE WALL! DRAW THE BRIDGES!
- -Did the elves come here to invade?
- -NO, IT'S A BEING FAR MORE POWERFUL AND DANGEROUS THAT ANY NATURAL BEING!
- -Osp was unsealed?
- -He ran trought the bridge! The plan failed! Seal the fort!
- -Sir! Not everyone is inside!
- -What?! IAMBLICHOS! FOR THE BEARDS OF MY 887 FOREFATHERS! COME INSIDE NOW! IT'S AN ORDER!
- -Yes, sir! Just let me go for my stuff!
- -What!? IAMBLICHOS! RETURN TO THE FORT RIGHT NOW OR I WILL GET YOU EXECUTED!
- -Osp is coming!
- -What! Everyone who is outside the fort is by him or herself now! The fort is sealed!
- -Iamblichos! Stakud! Get back into the fort!



Iamblichos is an asshole, apparently, but he's a part of the fort, we can't loose him and HE'S ENTERING OSP'S PART OF THE FORT! GET BACK HERE OR I WILL BANISH YOU FROM OUR FORT!

Spoiler (click to show/hide)



Osp smelled his blood, and now he's running towards him! Is he sacrificing himself for the good of the fort?!

No, he is just sleeping on a wooden bed beside a goblin skeleton. The selfish asshole.

What? Stakud is running into Ost's fort too?!

-It's Skazul!

Whatever! He is also trying to lure him in! What are they thinking?!

Skazul decided to run away in the last moment, and as Osp decided to enter his half of the fort, I doubt that Iamblichos will survive.

Osp went closer to Iamblichos.

- -Wake up.
- -Gaah!
- -I was feeling hunger.

-D... Demon! You will never defeat the dwarves of Doomforests! Dwarfkind will endure! You will eventually fall! You-- Ghhh...

Osp drank all of Iamblichos' blood, leaving him but a dead carcass.

((OOC: Sorry, Iamblichos. I hoped that Osp would station on the bridge as ordered, but instead of that he decided to be "on break", so he just ate you. If it makes you feel better, your sacrifice saved Skazul the marksdwarf.))

Rest in peace, Iamblichos, your sacrifice will never be forgotten.

Osp then gets close to the wall of the lever room.

- -Thanks for the dinner, overseer. If it wasn't by your incompetence, I would have not been able to eat so well.
- -The beings you have murdered will be avanged.
- -Heh. Dwarves are so stubborn. You aren't even able to fight goblins, you think you will be able to fight ME?!
- -You are a dwarf, too. And it does not matter how immortal are you. All dwarves can be killed.
- -He, he, he... You come and try, I may aswell have a gourmet made here in my half of the fort. If you were so kind as to throw yourself to me on a suicidal fashion as you did with the giant snail, I would be most grateful.
- -How... How did you know that?
- -The snail's corpse is surrounded by dwarves, is not that hard to figure it out.

-Oh.

-Well, enough talking, one should not grow attached to the cattle one will later eat. See you soon, meal.

1 of Hemetite, 1056

It's now summer, and the words of the vampire are still haunting me.

Are we just cattle waiting to be inebitably eaten due to my incompetence, like the poor Iamblichos?

Isn't the whole dwarven race, just that? Cattle, trying to escape its inevitable doom?

No. No, I will not belive in those lies. We cannot give up, we are dwarves! Several evil races alredy tried to make us disappear, and all of them failed, everytime they tried to kill us, we rose up again, stronger than ever before. We are the chosen ones by Armok, god of gods! And this fort is the proof of the invincibility of the dwarven race. We are not cattle. We will never be slaves. We were not made for being jailed underground, terrified of the demons, when we are the ones who should inspire fear on a demon's heart. We are warriors! And I swear, over my 887 forefathers' tombs, and on my mother's beard, that the vampire known as Osp Shockedrooms will die here, on Doomforests! That the thousands of our kind who were murdered by he, and the other beings cursed by Nifih will be avanged! Doomforests will not fall!

But everyone will fall to Doomforests.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Dark One on January 05, 2015, 05:14:51 pm

Journal of Dark One

1st Hematite

I saw Osp a few days ago. I don't know why, but he somehow managed to kill one of dwarves, Iamblichos was his name. May he rest in peace. At least now I know that I can't confront the vampire lord on my own, but maybe using that goblin Smunstu as mediator might be a good idea. This way I won't meet the same end as poor Iamblichos. First, I must find tomb of my beloved Geshud, maybe some of the more sane dwarves can help me, as I'm sure the overseer is on the edge of insanity. I was watching him while he was shouting at birds, paranoia grows within him, and soon it may change him into another monster trying to feed on the helpless. This reminds me to start mediations when no one can spot me, otherwise I'll end as a vampire bait. As for the overall state of the fortress, it has seen its better days, but its enough for me. I will stay here as long as the death of my wife remains secret to me. I still haven't got time to "interrogate" ores, as I haven't found forges, and haven't got orders to work. Although each rock whispers and tells stories of bravery, foolishness and impending doom, this is none of my interest, and I cannot force it to tell me about my wife. I presume that only dwarves can help me now. Once I saw a doctor carrying a bunch of old tomes. I crossed his way a few times. The look in his eyes, full of suffering yet emanating with curiosity. I feel weak, I need to sleep.

I wake up in the middle of the forest valley. It's sunny, warm evening. Light beams spread between treetops. There are apple trees growing all around. The ravens are seating on the branches. They all look at me, like they are looking at a helpless prey. I don't know why, but I move in the sundown direction. Suddenly I stop, and look at a pack of elves. They are praying, but one of them stopped, and looked at me with a mischievous smile. Then all the ravens gather upon me, and attack me. First gouging out my eyes, then removing geldables and tearing all my skin apart. Everything turns around, I see my corpse from above, cleaned from all the flesh by murderous birds. Once a living dwarf, now only a skeleton lying in the middle of forest.

I wake up in my bed, in the middle of night. I woke up screaming, and probably interrupting everyone elses sleep. The rock. It whispers, it giggles. Uncaring to the ongoing tragedy. The rock, its lifespan surpasses that of any being except Armok himself. I won't sleep for a few days.

Spoiler (click to show/hide)

[00C]

Wow, this fortress won't spare anyone. At least Iamblichos died quick death. We can do only one thing... lure another forgotten beast to kill vampire lord.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Iamblichos on January 05, 2015, 05:15:59 pm

... dang.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Dark One on January 05, 2015, 05:21:12 pm

Still, there is place for Iamblichos the second in the future. Maybe the saved dwarf would take the name of his saviour, as a gratitude for the sacrifice?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Iamblichos on January 05, 2015, 05:42:09 pm

Pulling himself from the wreckage of his recent body, Iamblichos sputters "I curse this Osp fellow, I will haunt... I will haunt... oh t'hell with it, he's a vampire, a haunting vengeful spirit would be like sweet music to his ears. I know...

"I will take over another, and use him to poison the undead using the powers of CRYSTAL TECHNOLOGY! Yesss.... the undead hate diamonds of all types. I will find the perfect light yellow diamond and use it to focus the rays of the sun onto that perambulatin' corpse and burn him to a crisp!"

((OOC: If dwarves had the concept of crystal weenies, our boy would be one.)

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Dark One on January 05, 2015, 06:13:40 pm

Quote from: Iamblichos on January 05, 2015, 05:42:09 pm

Pulling himself from the wreckage of his recent body, Iamblichos sputters "I curse this Ost fellow, I will haunt... I will haunt... oh t'hell wi'it, he's a vampire, a haunting vengeful spirit would be like sweet music t' his ears. I know...

"I will take over another, and use him to poison the undead using the powers of CRYSTAL TECHNOLOGY! Yesss.... the undead hate diamonds of all types. I will find the perfect light yellow diamond and use it to focus the rays of the sun onto that perambulatin' corpse and burn him to a crisp!"

And so the Iamblichos is back, with even greater hatred for evil. We greet you warmly within the living again.

Tried my dabbling engraving skill to create this poorly designed tribute to Doomforests:

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 05, 2015, 06:17:10 pm

Quote from: Iamblichos on January 05, 2015, 05:42:09 pm

Pulling himself from the wreckage of his recent body, Iamblichos sputters "I curse this Ost fellow, I will haunt... I will haunt... oh t'hell wi'it, he's a vampire, a haunting vengeful spirit would be like sweet music t' his ears. I know...

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((OOC: If dwarves had the concept of crystal weenies, our boy would be one.)

Skazul, the ranger, feels a cold wind on his back. When he turns, he sees Iamblichos' ghostly face. He looks... Dry.

- -Gaah!
- -Oh, hey, Stakud!
- -Skazul...
- -Whatever. Do you remember that I saved you?
- -Well, could you take my name as a form of gratitude?
- -Um... No, thanks. I like my name.
- -But everyone thinks you are Stakud, the peasant!
- -Yeah, but I like my name, anyway.
- -If you don't I will haunt you!
- -Then I'll put you to rest.
- -Stop.
- -B000000000000000000000000000000asshole00000000000000000000000000
- -Okay, okay! I'll take your name!
- -Thanks! One more thing, do you like crystals?
- -Yeah, I find them very intresting, actually.
- -Good enough. Byyyyyyyyyyyye!
- -See ya!
- -You what?! Oh, that's enough! I'll possess you now!
- -NOOOOOOOOOOOOOO gahh! hhh... Oh... I'm alive again! Yeah! Oh... I'm female now. I'll get used to it.

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Taupe on January 05, 2015, 07:08:20 pm

Medical report,

Doctor Taupe II, chief medical dwarf of doomforests.

Yeah, so, the dwarf known as Iamblichos has been killed by the vampire lord. Not much we could do about that, save for locking the fool in here. As dictates the procedure, here are the belongings left by the deceased, even tho we don't have a body, and won't be going for it anytme soon.

- 1 locket, good quality, silver
- 2 pairs of shoes
- 1 pair of socks
- 3 coats
- 1 pair of pants
- 1 kit of gem cutting
- 1 magnifying lense
- 2 books on various rare stones
- 1 book on jewelcrafting trough the ages
- 1 book on rare pieces of art.

Diary of Dr Taupe II

I stumbled upon a large clue recently. One of the migrants died, stupidly, to Osp. He was a gemcutter, tho, and I found a very interesting book, detailling various gems and pieces of jewelry. It was an accident, really, but here's what I found...

FPS: 100 (49) Lástta Lastretmete, "Lástta Surprisewa Lástta Surprisewebs was a human born in 720. He was the eldest son of Pesor Squirtauthor and Buqui Mutedbrass. In 732, Lástta became a member of The Clean Fellowship. In 732, Lástta became a fishery worker in Datetattooed. In 733, Lástta began scouting around Datetattooed. In 734, Lástta married Anig Spinefocused. In 734, Lástta settled in Inkedcolor. In the early spring of 753, Lástta became the high passion of The Clean Fellowship. In the early spring of 753, Lástta settled in Datetattooed. In 756, Lástta became a member of The Strapping Fellowship. In 805, Lástta died of old age. Related Historical Figures Pesor Squirtauthor, mother, b. 697 d. 803
Buqui Mutedbrass, father, b. 698 d. 769
Githa, object of faithful worship
Durpul, object of ardent worship
Nifih, object of ardent worship
Gogol, object of ardent worship
Jeha, object of ardent worship
Anig Spinefocused, wife, b. 722 d. 841
Okgush Peakcrypts, eldest daughter, b. 773 d. 883
Mapo Lawfurnace, youngest daughter, b. 784 d. 869 Related Entities The Nation of Scrubbing (member)
The League of Searching (member)
The Clean Fellowship (member)
The Fed Society (former member)
The Society of Harmonies (member)
The Strapping Fellowship (member)
The Clean Fellowship (high passion, 753-805)

A big necklace, encrusted with an emerald that resembles a seal found in lore detailing Nifih. this piece of art was comissioned for a sort of Archbishop who lives 300 years ago. The high passion of the clean fellowship, for 52 years. Strangely, this name doesn't appear in any of the notes I have on Nifih. but the symbol is the same...

"This piece of art was comissioned by the High passion of the Clean Fellowship, in 787. The high passion was a holy man, one of the most devout of the human nation he was born to, paying great homage to all gods of their pantheon. After his mysterious death, the necklace was passed down to his descendant. High passion was himself the son of a very devout man, reverant Buqui Mutedbrass."

I must talk to Skaia. Next time the human traders come, I want him to get genealogy books from them, about this family. If we can find the heirs, then maybe we can have answers, or at least some clues of what happened in Datetattoed.

I wish this gemcutter was still around. He would have been invaluable in tracking down this necklace...

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Iamblichos on January 05, 2015, 09:03:38 pm

Journal of Iamblichos - Mental Edition

??Felsite??

Hng. Oof. This is worse than the time I drank a barrel of gutter cruor over that bet at Melbil's. I feel silly talking to myself, but I have to talk to someone. 'S hard being dead. I've seized control of this ranger for now, but who knows how long she will hold out... bodies tend to come and go out here in the woods. Speaking of the woods, I can look at these hands and tell I have some training to do... this cow has never held any sort of precision tool in her life. Pfft, rangers. Strutting around in the rain and the sun with their crossbows, shooting at the wildlife. What a waste of a dwarven existence. Not much use in dreaming of yellow diamond with these grubby paws, though. Wouldn't trust these fat clumsy fingers with a cracked pyrite at the moment.

I wonder what happened to my possessions... not only do I need those books back, especially my history book (hope no-one can read the notes!), I want my spare socks... those were practically new! So-called friends come and go, but good socks are a treasure beyond price.

I don't know why I came to this place anyway. It has a well-deserved reputation as a deathtrap. Well, there was all that unpleasantness back home, I mean, but I don't know why I came *here*... I could have gone anywhere! They will never connect me with all that, as far as anyone knows, I'm still in good standing, right? Nothing to see here, nothing at all. I didn't know her family would visit her tomb so often. Doesn't anyone work any more?

All anyone can talk about here is the beasts in the lower levels, the vampire in the other fort, the elves in the woods... these people don't have enough to do. The vampire will have to wait... I have so much training to do, so many stones to cut, so much to learn about the crystals that are below us here. It is said that violet spessartines can be used to call the spirits of the dead. It is said that green zircon can cause trees to grow. It is said that clear garnets can be used to create aquifers in stone or soil. It is said that the emerald can be used to control the minds of necromancer and vampire alike. How?! I MUST KNOW!!!! No time to be dead, so much to do...

Also, note to self: need to do some research on the city of Datetattooed. My book mentioned something about emeralds there. Emeralds are found in schist... wonder if there's any below?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: mate888 on January 05, 2015, 09:20:41 pm

Hm... Why is the ranget talking to herself with the voice of a very old male dwarf and why are her eyes glowing purple? I knew plump helmets and cave adaptation were bad!

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Drokles on January 06, 2015, 02:32:51 am

Journal of Drokles the Second

It seems mate888 finally lost interest in the elves.

I have to do something to rectify this!

The elves are rude, arrogant and, let's be honest, worthless trading partners. If we allow them to insult us with their wooden baubles, smelly clothes and hairy ears, then we are truly without honour.

Of course, the plot they've long had to overthrow Doomforests is just a figment of the mad imagination of our overseer. As an overseer he has already become unpopular among most of us. He is paranoid, dangerous and probably schizophrenic. However, paranoid schizophrenics are *easy* to manipulate!

Long hours have I listened, without complaint or question, to his rants about the elves and their schemes. I have nodded my head and confirmed his suspicions. Indeed! the elves have manipulated the birds to steal peaches from us, for they know their language and how

easily birds are impressed. Yes! as masters of camouflage and subterfuge they hide in the forests so that even the most ardent scouting party stand no chance of finding them whilst they are being laughed at from behind a tree. Of course! They were the ones who lured the forgotten beasts to our caverns with the promise of revealing the secrets to obtaining human form as bestowed by the ancient elf king.

The trouble is now that we are short of accidents that may be blamed on the sneaky intervention of an outside power. If I wish to further the war effort it must be by invention and fabrication. What fantastic lie shall we invent to cement our antagonism towards their foul disgusting kind?

In the end, warring against the elves will be a great honour for Doomforests. Besides, nothing ties a community together like a common

Besides!

... I have a craft to practice.

How do you remove a poll?

Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You! Post by: Salmeuk on January 06, 2015, 02:41:18 am

Quote from: Drokles on January 06, 2015, 02:32:51 am

How do you remove a poll?

Just make a new one about the current state of the fortress or something.

"Just how doomed are these forests?"

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: Iamblichos on January 06, 2015, 01:29:05 pm

Journal of Iamblichos

3 Hematite

More than ever, I question the wisdom of coming to Doomforests. Everyone here has a weary, defeated look. There isn't a lot of conversation in the food hall beyond the laundry list of problems we face in the present day, but five nights ago Dr Taupe got deep in his cups and told us a long, rambling story about how things "used to be here". I couldn't keep it all straight; not only was he stumbling drunk, but there were so many attacks and counterattacks, new monsters, old monsters, monsters fighting monsters... faugh! Even after two hours, I couldn't tell if there were two or three beasts from the deeps (was it the snail that breathed fire, or the goat?) Vampires and goblins, werebeasts and snails, some other settlement nearby named 'Astville'... who could make sense of it all? By the end of it he was reduced to babbling about elves and human gods and curses and some pendant. I noticed that he mentioned the same town I was trying to research, though, Datetattooed... then he passed out. I am suspicious. Something isn't right here.

5 Hematite

My suspicions deepen. There are no books to be found in this fortress. It took me a while to realize it... so many enemies have pillaged these halls that chaos reigns. Finding any specific item is difficult indeed. The bookkeeper shuffles around mumbling, trying to keep everything in memory. As a Memorist, he would be deeply offended if I asked about books; I must seek on my own. SOMEONE has my books. And my socks. Several dwarves eyed me in my wandering, as I was probably very obvious in looking around... damn this fat body and its lack of stealthiness! Knowing the mind of my fellows as I do, though, I just muttered something about being "new to the fort" and "on break" and they ignored me. I must find my books. My notes. My SOCKS!

PS: The exhaustive search did accomplish one thing; I was able to do a quick mineral survey. The gems here seem laughably inferior. I saw a few cut pieces and they were utter trash, garbage gems and poorly cut at that. Who trillion-cuts a sard?! I must convince the overseer to let me retrain... somehow. He seems utterly mad; perhaps I could say the elves feared my gemstones?

7 Hematite

I have found... something. For days I have combed the wreckage of this fortress. I have quietly searched high and low, peeked in every cabinet, rummaged every chest, tossed through everywhere that wasn't in the vampire's fort or deep in the sealed off caverns below. I even went back out into the woods. No books. No writing. I was beginning to suspect that everyone in Doomforests was in some sort of cult of anti-literacy. Then I found doctor Taupe's office... or should I say, LIBRARY. Books stacked on books, books of lore, books of medicine, books of plants, books about books! Old trade records stacked on religious works; herbals next to bestiaries next to cheap pornography! Old High Dwarvish, modern Dwarvish, five or six flavors of Human, even some of those elven leaf-books they scribble in when they travel to trade!

Taupe acted oddly chatty, but I made my excuses and left quickly. I am fairly certain I know where my books ended up. Now I am forced to wonder if he had me killed just to get them; that's a dwarf in the grip of a Strange Mood if ever I've seen one. Bastard probably has my socks as well.

He still thinks I'm the ranger; hopefully everyone does. I need to make sure it stays that way.

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: mate888 on January 06, 2015, 03:55:24 pm

Journal of Mate the 888th, Overseer of Doomforests 2 of Hemetite

Everyone thinks I'm crazy... Maybe the elves were not conspiring aganist us and I was fooled to act like an idiot, I'll make sure to apologize to them next year... Then the only enemies we have are the vampire, the goblins and the ocassional skulking filth that comes to rob us.

Also, the ranger Stakud (whose voice and eyes are still looking weird) decided to change her name to Iamblichos II. Maybe the spirit of Iamblichos possessed her, but whatever, I always hated that greedy cow. I'll let her do Iamblichos' gemcutting for now on. Spoiler (click to show/hide)

'Iamblichos II' Lolortost, Possessed Ranger

Also, SkaiaMechanic was talking behind my back to someone, I think that they are planning to overthrow me.

Maybe the trader will have to stay in the guarentine room with the humans until it's proven that they aren't wereantelopes.

We can't kill the vampire. But we can try to... Neutralize him. We will need to lure him into a room and seal it, but how? I think this is a job for the dispensable bastards scouting party!

The plan consists in sending the most skilled in battle but more useless overall soldier (Kogsak Inkutter, the speardwarf/peasant) to the bridge, once it opens, he will run trought it, then the bridge will close, he will lure him into the only room that still has doors sealing it completely, and then the doors will be locked and forbidden, with luck, Kogsak will be quick enough as to escape him. Once the doors are locked, a wall will be built to seal Osp in for all eternity.

Kogsak dashes trought the bridge as it closes, and sees the vampire on the distance and he yells at him.

- -Hey, ugly! Your mom is---
- -AAAAAAAAAAAAAARGH

-Oh gods why

-DIIIIIIIIE

-AAAAAAAAAAAAAAAAAH!!!

Kogsak ran, as planned to the dormitory, a big enough room, and Osp followed.

Spoiler (click to show/hide)

'lamblichos' Zefonotad, Recruit has been found dead, completely drained of blood!

No shit, Sherlock!

Kogsak entered the dormitories, chased by Osp, and when the vampire entered, he dodged one of his attacks, kicked him in the face, stunning him, and ran outside of the room, then, he proceeded to lock the gates and write "forbidden" on them with charcoal. Osp started to scratch the gates.

- -Hey, Batman, how does it makes you feel that you were tricked by a peasant?
- -LET ME OUT YOU LOWLY CATTLE!
- -Locked for all eternity inside some dirty old bedrooms.
- -At least you have ten nice beds all for you!
- -LET. ME. OUT!

-No.

Then, the speardwarf went to the cage room, and he leaned to the wall.

-The vampire is sealed! We reconquered the fort!

Spoiler (click to show/hide)



A hole in the wall dividing the fort is made, and we cross to the horrible half of the fort.

After so much time, after so much suffering and death, the fort has been retaken. I can hear Osp begging on his jail. The dwarves begin cheering. I fall to my knees. Thanks to my plan and Kogsak's stupidity courage, we retook the fort.

We did it. Doomforests is ours.

The dwarves are terrified. But safer.

Get ready, guys, there's a lot of cleanup to do.

((OOC: I'll keep playing and post again when something important happens.))

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: Iamblichos on January 06, 2015, 04:21:55 pm

Good job!

 \dots let's hope we don't need to let him out because of another invasion $\ :/$

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: mate888 on January 06, 2015, 04:28:53 pm

7 of Felsite

Aaaaaaaaaaaand many people refuse to work because apparently many migrants came here because they had relatives living here. Well, that's sad.

The daughter of "Stupid Elves", for example, is crying on a corridor.

They'll get over it, they should have known by now that they were dead in the most horrible ways possible.

Taupe, Doren and I are in charge of sealing the vampire from the outside world, thing that sounds simple enough but for that you have to cross this endless sea of death, gore and miasma. This is some disturbing shit, man, I even feel bad for the poor goblins lying here, some of them look a lot like Smuntsu, maybe his whole tribe came here to save him? Dang...

I... See the dwarves mourning their dead, thing that Osp would enjoy if he wasn't begging for freedom... Do the families of the elves we killed mourn that way, too? Were they waiting for their sons, fathers, sisters and friends to come back, to then be told by a bird that they have been slaughtered? Maybe it's worse for them. As they are immortal, they may never die and thus, never see them again in Armok's halls. Do elves even enter Armok's halls?

Shit, I should not think of this now... I regret killing those poor elves, the decisions I made were all wrong.

But I must keep myself together, until the year ends. If it was not for me, we would have never retaken the fort, we would be all being eaten by crundles now. I must stay sane. For now at least. For the good of the fort.

10 of Felsite

-DON'T YOU DARE PUT THAT WALL!

Osp was screaming like a maddwarf. Like a desperate dwarf. But SkaiaMechanic did not respond to the monster. Her expression did not change at all. She may have called me a crazy bastard. but I respect her. Carrying the last stone, to bring Osp to his final demise. She got closer.



-PLEASE! I CAN GIVE YOU POWER! I CAN MAKE YOU A GOD AMONG DWARF!

She ignored his words.

-PLEASE!

She ignored his begging as she placed the stone.

-NOOOOOOOOOOOOOOOOOOOOO! I CURSE YOU! I CURSE THE WHOLE FORTRESS! YOU WILL ALL SUFFER VIOLENT DEATHS! She walked away.

-Are you even listening to me?! COME BACK HERE, YOU FILTHY PLEBIAN! COME BACK HERE! Come back here... Please...

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: SkaiaMechanic on January 06, 2015, 05:10:32 pm

Journal of SkaiaMechanic

3rd of Hemetite

So, Osp the Vampire Lord was sealed yesterday after a rather...daring plan by our overseer. He may be insane, and his plan was equally crazy, but the whole situation was so crazy they seemed to cancel each other out and the plan worked without a hitch.

On one hand, there was a considerable advantage having Osp deal with any enemies for us. We have lost our greatest enemy, and our greatest weapon all in one fell swoop. We're back to being a standard fortress now, except for the enemies we keep within our own walls.

On the other hand, it's REALLY NICE BEING ABLE TO ACCESS THE OTHER HALF OF THE FORT. I got a general layout from Taupe a while ago, but it's nice to be able to see it first hand. Taken with what we had built on the other side, Doomforests looks like a respectable fortress. I do think we need to keep this side of the fort mentally seperate to appreciate it's history, like with Astville. Even the East Wing would do, to signify all the battles fought here and it's occupation against three groups of foes.

I mean, once all the corpses are all cleaned up. There are a LOT of them, and they've been sitting out for a LONG time. Time to put in a coffin work order!

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: Dark One on January 06, 2015, 06:15:18 pm

Journal of Dark One

3rd Hematite

It seems that the mental state of overseer is better. His risky decision, and it's outcome proves him to be the right dwarf in the right place. I can finally get to the fortress proper. Maybe I'll find some information about my wife there. I saw masons walling-off Osp. If I could hear him from behind that wall, then I could finally talk with this bastard. He is the one to be blamed for the death of Geshud! And now in this situation he Is helpless, thus I could easily divulge any information I want. I'll talk with the vampire lord by midnight, when no one can disturb us. But first things first, this place needs some serious cleaning.

I couldn't fall asleep. I was wandering the fortress and thinking about all the nightmares, voices, and the situation I'm in. It's the right time, I should go to the Osp's eternal prison. Immortality can be a good thing, you've got all the eternity for your desires and self fullfilment. But Osp's "entombment", fate of the many corpses shambling under the necromancers command can clearly show that undying can be a true torment. This also shows that being neutral, regaining balance between good and evil is important. Avoiding troubles and caring only for your business seems a good way to spend eternity. But vampires feed upon death, bringing chaos and darkness whenever they appear. I'm here, this is it. The vampire must have felt my presence already.

Osp: What is it you want cattle?

Me: I came for answers.

Osp: Give me freedom! Break this wall and I'll show you all the secrets of the underworld!

Me: Not until I get what I want.

Osp: I have all eternity cattle, and I'd love to spend it in another way... alright, ask.

Me: What happened to my wife Geshud, and who's responsible for her death?

Osp: Ah, I was not certain, but now I feel it. The Dark One has appeared! You should confront previous overseer!

Me: What happened to my love, and what previous overser has to do with her death? Osp: She was killed by trolls, when he send us here. It's his fault cattle, FREE ME!

Me: Not yet. Why did she travelled with you?

Osp: Still jealous cattle? She never loved you or your daughters, deal with it!

Me: Liar! Why did she married me then!?

Osp: It's a good disguise for a vampire, and you would never knew I you wasn't following us. Also the overseer told you about her... condition.

Me: How can I know you don't lie to me?

Osp: I am immortal. I have spent ages feeding upon other cattle like you, it makes no difference if you know. You'll be dead anyway.

NOW, BREAK THIS WALL, AND CONFRONT ME FACE TO FACE!

Me: No, you shall be closed here for eternity. When I'll find peace in heavens you will be still sitting here!

Osp: Don't you understand cattle? You are doomed, marriage with Geshud sacrificed your soul to our godess. You are nothing more than an empty husk! Are the rocks still talking to you? Those voices are not rocks, but other empty shells such as you. They follow you, they bring nightmares, they bring... torment. In the end, you shall become the same, cold and unloving form as me!

Me: But the difference between us, is that I still have some empathy, and to the very end, I'll be a dwarf!

Osp: Empathy is for pansy elves! NGYAAAAAARGHHH! BREAK THAT WALL!

Me: I prefer being empathic, pansy elf, than a bloodsucking traitor to dwarkind worshipping human godess! Have a nice eternity!

With this words I have left. He was trying to break walls, but it was effortless. It's over. Truth brings suffering. But it doesn't matters, I'll stay here to the end, and ensure that bloodsucker stays behind those walls.

Spoiler (click to show/hide)

[000]

That was a really risky move Mate888, but such a victory!

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: Iamblichos on January 06, 2015, 06:55:59 pm

((OOC: Mate888, I think you glitched your posted dates :) You list 2 Hematite for the date that he gets sealed up, but then you are saying in the next post 7 Felsite, 10 Felsite etc. Since Felsite is the month before Hematite, either time started running backwards or you accidentally listed the wrong month :D))

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: mate888 on January 06, 2015, 09:33:54 pm

((OOC: Yes, I confuse Felsite with Hemetite. Don't judge me!:'())

11 of Hemetite

Spoiler (click to show/hide)

A human caravan from Mong Desa has arrived.
Their wagons have bypassed your inaccessible site.

Those are good news amidst all of this mourning!

We will meet them at the depot after the full moon.

Also, a new part of the crypt has been finished and a new statue garden is being dug. Kogsak, now oficially a hero of Doomforests will recieve the golden room downstairs that may have been of a noble long ago.

13 of Hemetite



I like humans, the thing is that I don't know if they are going to turn into evil antelope monsters or not. We will have to wait till the 21st to see.

17 of Hemetite

Spoiler (click to show/hide)

'Osp' Gulnasmafol, Vampire Lord has been elected mayor.

Seriously?! I mean, I know Sodel and I may not be the best rulers, but seriously?! The fucking vampire lord who has swore to kill us is now the mayor?!

What were you thinking?! He is not even able to leave the room in wich you sealed in! *sigh* I can't even...

18 of Hemetite

We will wait till the 21st and we will trade. Apparently, SkaiaMechanic is in the depot with the humans. Oops.

20 of Hemetite

Spoiler (click to show/hide)

A humanoid monster found lurking far underground. It feigns death, usually near water, until a victim passes by. It then uses its long arms to drag its prey into the water to drown or strangle them.

She is average in size. Her skin is gray. Her eyes are black.

Well, that sounds worrying, luckily, it is running towards a cage trap on the sealed part of the caverns.

Welp, those things seem to be impervious to cage traps. Luckily that stairway is sealed.

21 of Hemetite

Nothing happened. Let the trade commence!

Spoiler (click to show/hide) Smoma: Your childish games have made me tired. Perhaps next time I visit you'll take this seriously. Well, that was a disaster. I'll have to let them go, as I will not seize their goods, that would only piss the humans off. *sigh* Goodbye, exotic bags and metal weapons. See ya in autmun, I hope. 23 of Hemetite Spoiler (click to show/hide) Forgotten Beast Gothum Telingthining has come! A great one-eyed serpent. It has large mandibles and it belches and croaks. Its white es are oval-shaped and overlapping. Beware its webs! =Press Enter to close window=== I think that the universe did not wanted us to reclaim the eastern fort. Well, fuck the universe, then! And I wish luck to whatever forgotten beast tries to enter Doomforests! 24 of Hemetite Spoiler (click to show/hide) The fortress attracted no migrants this season. It's not a suprise. And, altought dissappointing, we are better with a reduced population for now. 25 of Hemetite The forgotten beast decided to not go towards the stairways and instead to go take a swim in an underground river. We'll leave him to it. 27 of Hemetite Welp, the thing left to unexplored cavern territory, so we'll assume it just left. Still we must keep our eyes open. 2 of Malachite Spoiler (click to show/hide) Urvad Kivishkubuk, Miner cancels Store Item in Stockpile: Taken by mood. Urvad Kivishkubuk, Miner has been possessed! Urvad was possessed by a Armok-knows-what and now she is trying to build something awesome. Okay. Wait a moment... Maybe she was possessed by Nifih and this may give us valuable information about this dark godess! The possessed dwarf has her eyes glowing purple and is muttering cryptic stuff while ocassionally screaming "GET OUT OF MY HEAD!" on Urvad's normal voice. Thankfully, I could understand what the spirit was saying and thus we managed to give her what she needed. 8 of Malachite Urvad keeps muttering "Italtilesh Fazilserush"...

11 of Malachite

Spoiler (click to show/hide)

osp' Gulnasmafol, Vampire Lord has imposed a ban on certain exports.

Fuck. You. Osp, you heard me? FUCK. YOU!

Who the fuck do you think you are to ban buckets?! When the dwarven caravan arrives, we will give them as much buckets as we can! Let's see what do you do about that Mr. Mayor!

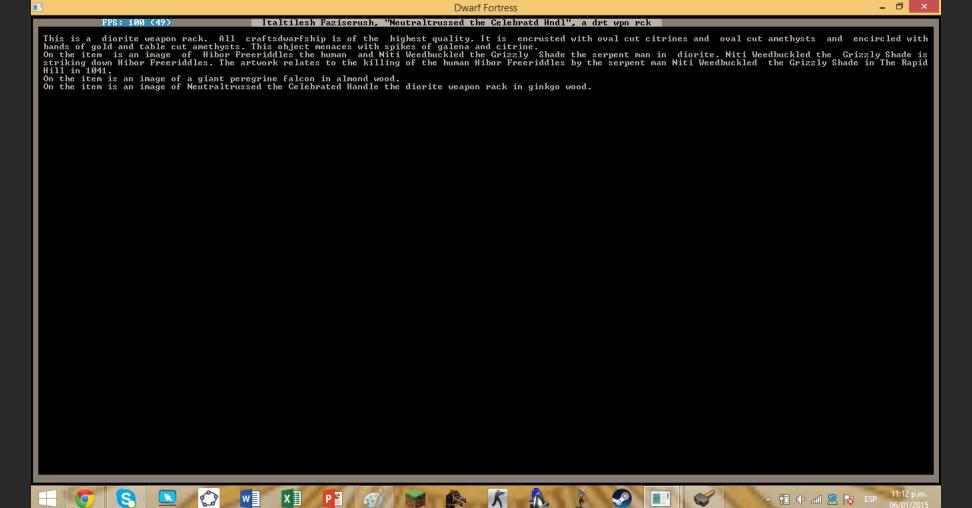
12 of Hemetite

Remember that very stressed fishery worker? Yeah, he started tantruming and throwing corpses around.

Just another normal day in Doomforests.

13 of Hemetite

Spoiler (click to show/hide)



Rackception. Cool.

I asked Urvad what inspired her to build that masterpiece, but she was shivering, happy only because the ghost had left her mind.

-I... I did not do it, I gained not experience in how to be a mason.

-Y... Yeah. I f... Felt the soul of a serpent man that wanted his victory over a human warrior to be immortalized.

-So... You are still a mediocre at best mason?

-Yes.

-That's dissappointing. Okay, we'll put this rack in your bedroom.

-Oh, and one thing, you are the wife of the late Iamblichos, right?

-Yes.

-Well, his spirit possessed Stakud.

-That fat cow? I'd expect more of him.

-So... You are not shocked?

-Not really, I was going to divorce anyway, he was an asshole, y'know.

-O... Okay...

Well, I'll finish the statue garden planning and I'll get some rest.

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: mate888 on January 06, 2015, 11:12:09 pm

Also, I changed Kogsak's profession to "hero" because why the hell not.

Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: Taupe on January 06, 2015, 11:46:02 pm

Diary of Dr Taupe II Felsite

I'm not even sure what day it is anymore. I have been sleeping less and less, spending most of my time transcribing those old books. Someone has been searching my room, of that I am sure. I suspect this Dark One. He looks at me strangely, for sure. I'm told he was married to Geshud. I certainly hope he never learns the truth of her death can come to term with her passing.

...is someone reading this? I should hide this diary, and burn my older journals. Yet I can't. no matter how crazy they do sound, they may prove useful for someone tp continue my work, should I fall.

Great news have reached me. In his madness, Mate the 888th has trapped the vampire Lord, and reclaimed the fort. He is afraid of a new forgotten beast, but as long as the seals I installed on the caverns hold, we should be safe. I am a qualified miner, and it would be so easy for me to go outside at night, and channel around the room downstairs, crushing the monster underneath ten thousand tons of earth. He would deserve it... This journal of his, I read... He claims to have killed a thousand dwarves at least, after which he stopped counting. Such a monster deserves to die more than anything on this world. And yet...

And yet, when it came to do the deed, I could not bring myself to crush him. I took my pick, headed for the door, but then stopped and grabbed a drink instead. Yes, he has killed a thousand dwarves. Over a millenia. Yet how many have died by my actions in the last year alone? Could I have saved that rotting children? What if I had taken arms, or ordred everyone to flee sooner? Maybe the ghostly lumberjack was right. Maybe I should have died back there.

No! I did what I had to do. It was the right call. Senshuken had the right of it. Sometimes dwarves have to die so other dwarves can live. It's better than to let everyone bite the dust because you were too scared to act. Salmeuk, even Geshud... I could not risk them to destroy everything. So when it came to it, I was unable to get rid of Osp. Maybe a righteous dwarf will do the deed, and be proclaimed a hero. But i forsake my claim to righteous the day I took over Doomforests. I know i will regret this, regret letting him live, letting him twist the minds of the citizen here with his dark powers, yet I feel he may still have a role to play in this fort.

And failing everything else, he has answers I seek.

Hematite

Well, i should have known. I know he whspers to the youngest and most terrified of dwarves in their sleep. They have elected Osp mayor. I cannot bring myself to kill this monster on my own, but i will tell Mate the 88th about my plan. He is overseer. He has the final word. I've ended enough mayoral careers for the time being. Let the blame be on someone else, preferably a dwarf known to be insane.

I hope he does it. If he was elected within a season, what else will he bring about in a year's time?

Meanwhile, someone was posessed by the spirit of a serpent man. And not just any serpent man. This one is a were-tortoise, who has been haunting the world for over a century and a half...

Part of this I learned from the human caravan, as I spent a long time asking about rumors. Discussion about werebeasts and lizardfolks of all kind led the merchant to mention a name: Ebe DestinedSold, a human. about four decades ago, he was attacked by this fiendish serpent man, and became a were-tortoise himself, roaming the night in search of preys. That was in InkedColor. I'm old enough to remember leends about a dwarf, around the same time, who also turned into such a creature in Dencloistered. There were also rumors of various animals and dwarves circulating about a weretortoise as soon as 966.

Strangely, no mention of Nifi the Grizzli Shade is made in the notes I retrieved from Osp's book. I will write home, and get some answers.

* * *

Malachite:

I have heard back from the friends of Dakost Bellstaff, whom was the freshest name in my memory. The poor lass was killed by a weretortoise in 1049, and as we were packing our bags to settle in Doomforests, tales of her demise were on every lips in the mountainhomes. her death was a shock to dwarves everywhere, as she helped kill over a hundred wild beasts. She also played an important role in defending dwarven lands from a troll invasion. Quite the hero, really, Dakost was, then one day she heard of a mysterious monster, packed her crossbow, and never returned, she was found mangled and half eaten. Peasants said they saw her getting mauled and felled by a vicious, murderous turtle looking somewhat more humanoid than any turtle should be.

"My dearest doctor,

I pains me to hear about this creature once more. alas, the beast depeicted on the sketched weapon rack you sent is, no doubt, the dreadful Grizzli Shade who took my friend's life. I have heard the gruesome tales of this fort of your, and prey that such a fool beast will come to it and meet its deserved demise there.

I have inquired with the bookkeepers about your other question. The books about this creature are sparse, that I could find. Yet, you were mistaken. The monster-serpent was not created by this deity you call Nifih, but by an ancient being called Durpul. So claim the transcription of an old legend i managed to lay my eyes upon.

I pray that such information will help you, and help bring forth the demise of Niti.

Sincere greetings"

A beautiful tale, almost saddening. too bad I have a hard time believing this is the all of it. I asked the messenger to also do some of his own research while he was on this errand, and he uncovered some... darker facts.

Altho Dakost was truly defeated in 1049, rumors have it that she lost her head in 1930. I would usually discard such rumors as untrue, if not for one thing. The creature reported to have done is Zomus Tombdied, a moon freak. Shortly after being decapitated by this strange and ancient creature, Dakost had a strange encounter with a reptile man named Osnuk, a vampire who made himself immortal using black magics. He is the killer of 140 dwarves, and still lurks around somewhere. Dakost mysteriously reappears after he apparent demise, probably reanimated by a reptilian vampire who saw worth in her slaying skills. As soon as she was reanimated, she started tracking down the weretortoise, and came upon it several times. She also started hunting another moon freak.

Only after facing all those monsters, with her head chopped off, did Dakost Bellsstaff finally die, during her third encounter with the weretortoise engraved on our weapon rack. So why is that relevant? Because both reptile vampires and moon freaks are linked to DateTattoed.

And what about that other God who cursed all this happy lot? Well, turns out he's also a human god. He had a cathedral dedicated to him in dateTattoed. I know this, because I'm currently tracking down the lineage of the High Passion who commissioned the cathedral.

The plot thickens.

* * *

Malachite, I think, continued...

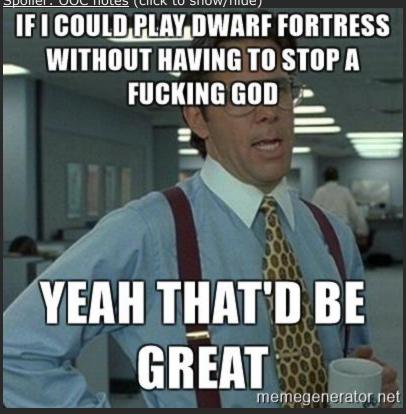
It is becoming harder and harder not to attract attention. Between my various duties as miner, engineer and doctor, and my nightly research, I'm turning into more zombie than dwarf. Even my handwritting is becoming square and sloppy...

But I cannot sleep. I spent the last two days awake, putting together those pieces of the puzzle. Why did this vampire raise a hero like Dakost, only to send her on her way to destroy a werebeast? This vampire reptile, Onusk, achieved his powers through dark means of his own, or so it is said. Could he be hunting down the spawns of Gods, or studying them? Or is he preventing them from tracking him down? Are the spawns of Nifih and this new god stopping him from sharing the secrets that he discovered, for they should belong to the gods alone?

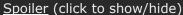
There is more going on than I can imagine. Dare imagine. I need to sleep. I need booze. But most importantly, I need to share my finds with someone I can trust...

I'll let this journal in plain sight in my office. someone has been reading it, browsing my stuff. i know it. Whoemever you are, I can't do this alone. I'll need help. This is bigger than any one of us.

Spoiler: OOC notes (click to show/hide)



Title: Re: The Vampire Lord in Doomforests - Avoid the East Part of the Fort for Now Post by: mate888 on January 07, 2015, 01:52:46 am





Title: Re: The Fall of East Doomforests - East and West reunited at last :')

Post by: **Drokles** on **January 07, 2015, 02:16:55 am**

What epicness we are witnessing in this fort these days. I tip my hat to you mate888; D.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')

Post by: Pencil_Art on January 07, 2015, 02:22:24 am

This fort, though. It's just too crazy.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')

Post by: SkaiaMechanic on January 07, 2015, 04:17:01 am

Audio Log of the Twenty-second of Hemetite: Taupe II's Office

knock knock

"Hello? Taupe? May I come in?"

"Ah, Skaia, come in, come in!"

A stone door slides open

There are footsteps, and then the sound of many heavy objects being dropped off

"Here's the books you were looking for. They're written in Human, so I had to take their word that this is what you were looking for." "You got them then! This will help my research considerably. I have to admit I was running out of leads."

"I still don't get how these books will help you figure out what's happening here. I mean, religious books, family genealogies with brief history, reports of mysterious incidents...what does it all mean? It seems like a lot of conjecture at best."

"We must start with conjecture. Only then can do we have the path set in front of us. As for what it means, the world is all interconnected, no matter how many only think of their personal town or fortress. Every uncovered stone gives a piece of a far grander picture."

"Well, you would know more than I. I'm just happy I was able to get them for you at all. They were luckily my first deals, warming them up before I went for the big sale."

"Hm? Did the trading not go well?"

"....Go well? Go WELL? Look, I was starting to have second thoughts about our overseer. He took back the East Wing, he's dropped much of his paranoia of elves attacking us through birds and beasts. He even has been going around and helping maintain the fortress. I'm a grown dwarf, I can admit when I'm wrong."

"I'm guessing something happened?"

"I was about to start setting up the major deal for the season, when our "great Overseer" Nate decided to drop by and "help out" with the executive decision. I tried to quickly set up a deal, but Nate kept seeing the large metal objects and shiny weapons and shields. He kept throwing random objects into the trade on their side, things we simply couldn't get in a fair deal. Of course, as overseer, I can't overrule his final decision, no matter how much I hint otherwise. Finally, the humans had enough and simply closed up shop. They left almost immediately afterwards. This is my JOB! I spend hours in my office each day checking out trade agreements in local areas to get the most accurate prices possible. Seasons of work, WASTED, because one dwarf gets a little too greedy! I always give far more than we get in return, because when there's good trade people bring good items. Not to mention that when tales of our overflowing wealth hit the Mountainhomes, we're sure to attract some fresh blood. Nobody's come to live here recently. I mean....seriously....AARRGGHHH. He even let them in early, letting me be the first one there when the blood moon hit. I expected it to be a setup for my less than subtle criticism recently, but he honestly seemed completely shocked to find me gathered with them himself."

three minute pause

"Well, here's to next season. Care to join me for a drink Taupe? Small keg of Prickle Berry Wine, from my personal collection. Because I think we both need it."

"It sounds like it, so let's have a toast."

"Ahem. To those who came before us in this forsaken hellhole,"

"And all those bastards unlucky enough to come after!"

"To Doomforests!"

"...to Doomforests."

five minute pause

"Say...Taupe...I have to ask as a friend, have you been sleeping okay? It seems that every time I see you you're either working on a digging project or candlelight's been coming out beneath your door."

"I'm fine. Skaia. Just focused on my work."

"Really? You don't look so good to me. I mean.....you did what you had to do to survive. No one can blame you for their deaths."

30 second pause

"Taupe, have you been having nightmares? I wouldn't blame you, you've gone through twice the stress that would send the average dwarf into unbeatable depression, anger, or insanity. I'm worried for you. Just...take care of yourself, okay?"

"Huh...and I thought $m{I}$ was supposed to be the doctor. Heh. If you're questioning my sanity, you should have realized I let that go over a

year ago."

"Taupe..."

"Aye, Skaia, don't worry, I'll get some rest. Before you go, any news on Osp? I heard he was elected mayor. How did that happen?" "Well, we can still hear him. It's not like the...Minister...who simply babbled and screamed in Goblin. Osp changed his strategy. He said that we don't have to let him out. That he just has some "advice" to share. Of course, most of us don't believe it. But quite a few, especially the young, the scared, and those who have yet to make their mark in the fort, are listening. He's been alive for millennia. He can be patient. He can be influential. Help out enough people and they'll tear down the walls for him. Doc, I'm worried of his influence." "Aye..."

2 minute pause

"Well, I best be off to bed myself. It's been a rough day. You take care of yourself, okay?"

"Same to you, Skaia."

A stone door slides shut

Dark One let go of the rock wall. In a moment, he had heard the conversation of the past. Nothing to convict the old doctor of anything, but nothing to prove his innocence either. Could the Vampire Lord really be telling the truth? Or was he falling under his spell like so many others in the fortress?

He shook his head. No matter what, this was getting complicated. His break finished, he walked back to his job.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Dark One on January 07, 2015, 05:15:36 am

Journal of Dark One

4th Hematite

After the conversation with Osp, I went to my bed. On the way I was thinking about it all. Have Geshud never loved me? Was I only a tool in her hands? I don't know. I went to my bed and fallen asleep.

I woke up in the farm plot. Overseer mad at me sleeping at work shouted. I obeyed to him, and when he left I started harvesting plump helmets to brew some wine. But then the wall in front of me broke. Clouds of dust spread over the farm. After the dust settles down, Osp and Geshud appear. Vampire lord weaves his hand, and spatters of blood soaked out of walls forming puddles, and from these puddles gigantic plump helmet man appeared. Geshud made a sign with her hand, and a group of plump helmet man catched me, and dragged to the still to be distilled alive. Last thing I could hear was the sentence "Doomed by Nifih shall revel in the darkness!".

I woke up in my bed. I immediately got out of it and started running. I must redeem myself. I must find a way... I stopped running near the wall where Osp was closed...

- You have come Dark One! Do you seek redemption? I can help!
- What do you want bloodsucker!?
- Find some information about DateTattoed.
- And that's all?
- No, I'll need some more help from you cattle. It's all for now!

And so it has come that I'm serving the vampire lord. I don't know how much truth I can find in his words, but it's the only way to free myself from nightmares.

10th Hematite

Since my conversation with the vampire, I decided to gather any information about DateTattoed. I was asking about that doctor, Taupe the Second. I was watching every his move, his daily shedule, to find a good moment to break into his office. When I finally made it, I was shocked. That doctor must be a great passionate of reading and searching for knowledge. In his office I saw piles upon piles of books. I quickly started to search for history books, leaving religious and genealgical tomes for later. When I finally gathered all the information I needed, I left his office under the cover of darkness, and went to meet Osp.

- You are back cattle!
- Yes, I've gathered the information you needed.
- I don't need them, but they'll help you in your mission. For now, you need to do something.
- Go on.
- Listen to me carfully cattle. I need to have some influence in this settlement. Since you've been loyal to the cause, this task lies upon you. Find a way to elect me a mayor!
- Why should I do this? It won't help me redeem myself.
- Look at the incompetence of the overseer, he fend off the human caravan! And the broker? He bought only books for that mad doctor. We need a broker that won't hesitate to sell humans lead mugs for good weaponry!
- How do you know?
- Even if I'm closed here, I can sense it all, I can see it all. And you won't redeem yourself if youd die by their incompetence! Listen to me cattle, fo I am immortal!

22nd Hematite

Although nightmares never stop to torment me, I still go on. My plan worked! I only needed to scare younger dwarves to made Osp the mayor. I still break to Taupe's office from time to time, to gain as many information about that damned Osp and his DateTattoed as I can. Maybe I'll find a way to redeem myself in one of those ancient tomes of knowledge? I think Taupe knows that I break to his office. He left me a message in his journal. I don't know what to do, and the conversation I heard. Taupe was talking with SkaiaMechanic. I should watch him closely. So many questions and not enough time to receive answers. Is it all true that the vampire lord has told me? And my feelings to Geshud, they haven't ceased. I will find a way to bring her back to life! My break ends, I must go to work.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Iamblichos on January 07, 2015, 10:27:27 am

Journal of Iamblichos

10 Hematite

A most productive few days. I finally went to the overseer and announced a sudden calling towards cutting gemstones. Perhaps it was unusual for a ranger to do, but I had to get back inside; spending my days strolling the woods was driving me sun-mad. I hate all the tangled greenery. The overseer, who goes by the unDwarfish name of mate888, looked at me very strangely when I claimed an interest in cutting gems. Shrugging, he reached into his cabinet and produced... MY OLD TOOLKIT. I got my tools back! Thankfully nobody seemed to notice the *other* tools hidden in the kit; lucky for me there were no other gemcutters to examine my things. Now my work can truly begin.

11 Hematite

My divinations have removed all doubt; my books lie hidden in Taupe's giant rat nest of written materials. The item of greatest aid to me in my search was also indicated to be in his office, so my course of action is clear. Finding them will not be easy; he is rarely away, and seems to spend all night awake reading. I wonder if he is another vampire like Osp? They are said not to eat or sleep, deriving all their

sustenance from drinking the blood of the living. If my plans go smoothly, I should soon understand the nature of the vampire more clearly. Soon. As grandmother used to say, 'the hasty dwarf falls off the bridge'.

Speaking of the vampire, I was passing down the hall near his current prison, when who should I see but my fellow newcomer Dark One whispering to the wall. Not wanting to be seen, I stayed hidden in the shadows. After a short conversation with the stones, he crept away. If Osp can call disciples and bend minds from behind stone walls, this may prove to be a race against time. If he can hear my thoughts, he knows my plans; if he gets too many disciples, I will have... problems.

13 Hematite

Success! My "new" gemcutting interests (ha!) gave me an excuse to talk to one of the miners. There ARE yellow diamonds here! The deep mines and caverns are FULL of excellent gems... only the surface is awash in poor-quality trash. Perhaps Doomforests wasn't so much of a mistake as I feared.

Even more amazing, there is apparently a giant flawless emerald deep in the caves, embedded in the marble wall. I have never heard of emeralds appearing in marble; this could be a potent stone indeed. Since emeralds can control the minds of the undead, perhaps... But I get ahead of myself. Hasty dwarf, grandmother.

Later: I need my books, because clearly my memory is faulty. I could have sworn Twinwhistle's _Boke of Precyos Stownes_ claimed that brilliant-cut chalcedony could be used to drive off ghosts and the dead. I found one set in a crown and it didn't affect me at all. Since I *am* a ghost at the moment, albeit one well-housed in another, I approached it with caution. Nothing. I even picked it up. It produced no effect at all. Was it supposed to be banded agate instead? I can't remember! Damn that hoarding Taupe! I must get in.

15 Hematite

Spotted Dark One sneaking out of Taupe's office. I snuck in behind him; my books were on top of one of the piles. I seized them and ran; if anyone asks, Dark One took them. He was clumsy and left Taupe's journal open, so Taupe will know someone has been here - I would have been a fool not to seize the opportunity. Must find a good hiding place. Also a room for my experiments.

23 Hematite

The worst has happened. When I saw Osp call the Dark One to his side, I knew what was coming; sure enough, he was elected mayor. Soon they will release him on some pretext, and then we will all be enslaved. I must *ink blots*

Enough. A great beast has come. No sooner did Osp seize the throne of power than he summoned some great evil to seal off the deeps. He knows that emerald is there as well. No matter. You can't kill me Osp; I'm already dead.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Taupe on January 07, 2015, 01:26:51 pm

Diary of Doctor Taupe II, Probably the last one for a while.

Well, this may be the last entry for now. People are getting very, very curious about me and my strange behaviors. I can no longer spend all my time in this office. My research cannot stop now. However, i will need help.

Things are escalating quickly in this fortress at the moment. Even tho no apparent monster roams our hall, this may be our darkest hour. I can hear the voices in the dark, young dwarves too afraid to think otherwise. they pray to the vampre lord at night, begging to be spared when his time comes. Someone has been talking to Smunstu. Who could that be? My room is close enough to his that I can hear some faint discussions at night, when everyone is asleep. Somehow this doesn't bode well. Worst of all, someone has been sneaking into my office again. My books on history are missing. I still have some notes on DateTattoed, but all the source material has vanished. Someone is undermining my work... or searching for something of their own?

I'm not sure it's safe to keep a journal like this anymore. I will keep my important research hidden, including this journal. I was the one to dig out Astville, so I know where a secret room could be installed. I will now go and talk to SkaiaMechanic. She is the only one I trust for now (Aside from minion and baby Minister, of course!). I will show her what I have found so far, then ask her help in creating a secret room where we can stash our notes. She is a decent mechanic and helped me deeply when we had to set the traps and wires for the megabattle, this should be an easy enough task for us. Then we'll start investigating the legacy of this High Passion.

Her work as a broker won't attract suspicion if she is seen reading and writing here and there. And if someone is truly sabotaging my research, then having two people to remember important facts that could vanish from my notes instead of one could be vital. With the two of us working on this in interval, I should rise way less attention. anyway, with my historical notes gone, the High Passion is our only lead at the time... assuming someone doesn't get possessed.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: mate888 on January 07, 2015, 01:48:59 pm

Journal of Mate the 888th

People are talking to Osp. People are being fooled by the vampire into thinking that he will spare them.

He, who drank the blood out of the rotten corpses of their relatives, he who has swore to kill us all. This night I saw a hooded figure whispering to Osp's wall, but he ran off before I could catch him.

People are being fooled into forming a vampire cult. This has to stop. He is an enemy of dwarfkind, even more than goblins and kobolds. Even talking to him is a crime. And the people of Doomforests must know that.

Later, in the dining hall, all citizens of Doomforests are called to a meeting there. Mate the 888th speaks

"Citizens of Doomforests! Like it or not, our, erm, "mayor" is sealed in a dormitory for all eternity. So I am the biggest authority in this

I heard... Disturbing things about his ascending to power. I heard about some of you praying to him at night for him to spare you when you... *Free* him. I heard that some of you were... Cospiring with the monster... And I can't belive you have done such undwarfly actions. You SAW what that monster did to your relatives' bodies! Eating them, draining them of blood! You HEARD him swearing to exterminate us! You HEARD Iamblichos screaming when that demon drank all of his blood! And yet... You think he will be good for us.

Hereby, I, Mate the 888th, overseer of Doomforests, declare *illegal* any attempt of comunication with the vampire. If I see any dwarf talking to Osp, I swear for the beards of my 887 forefathers, that I will PERSONALLY EXECUTE the traitor!"

Silence

"Thank you for your time, you can return to your tasks."

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Dark One on January 07, 2015, 02:08:52 pm

Journaal of Dark One

25th Hematite

This place is full of distractions! If I can achieve what I want, I have to stick to my plan, I'll write it here, and keep my journal with me all the time, so no one can read it. I'll turn it into a few parts.

The coming of darkness

Become the servant of vampire lord - done.

Elect vampire mayor - done.

Gather group of disciples big enough to turn against Osp - almost there.

Eliminate the bloodsucker - I won't need him, I have Smunstu!

Ressurect Geshud - she'll be back! I can't live without her!

Research on DateTattoed

Steal some books from Taupe - done.

Study them - It'll take some time.

Redemption

Find cause of all of this madness and my curse - It'll take loooong time.

End this madness - either by death, or knowing the truth, it shall all perish!

For now, I'll try to accomplish all of this tasks. Sticking to them would bring me some stabilisation, and it surely would be easier to do it if its planned. I need to gather more disciples of Osp. I am his "archbishop" by now, and my only task is to brainwash innocent dwarves. I know there are persons here that can stop my plan, but I have allies. I have talked with Smunstu. He warned me that I've been followed. Last time, when I was talking with my "master", I have felt presence of a dark spirit. That goblin also seems to have great knowledge about dark rituals, and even though he isn't millenias old, I prefer working with a goblin than a bloodsucker. I swore to bring him back his freedom, if only he finds a way to lift the curse from me and bring Geshud back to life, preferably in non-vampire form. The overseer decreted that talking with vampire means certain death. I don't need the bloodsucker anymore. I have what I wanted. I have power within disciples, and I can turn them against Osp! If only I had them a few more, It'll be possible to take over the fortress! But I won't do it. Power corrupts. If Smunstu haven't opened my eyes earlier, all of this brainwashing wouldn't be necessary! Why did I come to the vampire again? Maybe he really can alter out thoughts? I doubt it. Smunstu revealed me some secrets about vampires. He is more valuable ally than Osp. I should go now, we have a ceremony for "Osp the light of glory" as younger dwarves call him. If only I could stop this madness before it's too late!

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Iamblichos on January 07, 2015, 02:50:22 pm

Journal of Iamblichos

25 Hematite

I must confess, I seem to have wronged poor old Taupe. I found a sheet of parchment tucked in my book on gem-lore through the ages. He seems to have been researching Datetattooed as well; why does this little human town in the northeast corner of nowhere seem to be so important? Whatever the reason, he clearly opposes Osp... or "Osp the Light of Glory" as the young ones call him now. Unbelievable. Just when I think I have seen every possible flavor of stupidity, something like this happens and I find a new cavern underneath the old one, stuffed to the brim with even worse ignorance. Now I'm not sure whether I (or rather, "Skazul") should join forces with Taupe or not. I cannot lie, it would help me greatly to have a miner to get me specific types of gemstones on request. I just don't want to have another scandal like we had in Stroking. I will have to perform another divination about it.

PS: Ran into Urvad in the halls; she actually sneered at me! I can't believe she suspects anything, but she used to claim to like Skazul. I gave her a puzzled look and walked on. Thank the gods she never knew of my other... interests... so she can't tell stories about what she doesn't know. Stupid wench has probably already sold and drunk my collection of stones; what a shame.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: mate888 on January 07, 2015, 06:47:23 pm

Journal of Mate the 888th, Overseer of Doomforests

Osp the Light of Glory?

Osp the Light of fucking Glory?!

Who is the sick bastard who would start a vampire cult in this fortress?!

You, whoever stupid asshole who started this cult. I don't know who you are, but when I inevitably find out, I will splat your head with a hammer!

14 of Malachite

I proceeded to name myself the fort's hammerer. This place needs some justice.

Also, the fisherdwarf Minkot is going to snap at any moment. I'll tell him that he does not have to do any hauling anymore, he needs some rest.

16 of Malachite

Spoiler (click to show/hide)

201 Days in Prison.

Officer: None Assigned.

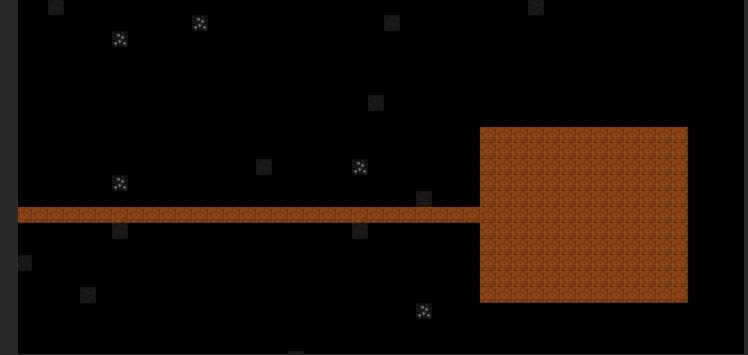
Murder.

Injured Party: 'Iamblichos' Zefonotad, Recruit.

The fortress voted for the sentence that should be given to Osp. And even though I wanted to kill him with a hammer, slowly breaking his limbs and ribs before squishing his skull, the majority voted for a temporary imprisionment.

Even though I was planning to incarcerate him for all eternity, I see that the monster can very easily get into our citizens' heads. He must die.

Spoiler (click to show/hide)



Admire the digging project I like to call "The digging project whose sole objective is to channel over Osp's head and make one thousand metric tons of rocks fall over him and maybe to throw convicts into Smuntsu's office to make him eat them".

18 of Malachite

I just noticed that "Engraver-Guy" is actually blind. Yet she engraves masterpieces. That's art.

22 of Malachite

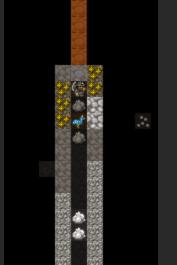
Spoiler (click to show/hide)



Just to make sure that nobody will speak to Osp during his final moments, I'll construct a second layer of walls between him and the outside.

The most common noise on the fort now is crying. I mean, it's better than the noises the Supergoat made, the snorting of the trolls, the babbling of the goblins or the moans of vampire and ghosts, but it's really fucking depressing. Seeing our dwarves kneeling in the refuse stockpiles, mourning their dead friends, lovers, sons, brothers... All after finding their mangled, rotten and dried corpses. They still belive Osp is good. And, well, he made less harm to the fort overall than the forgotten beasts before them. But they should know that he is the one who drank of their family member's corpses.

Spoiler (click to show/hide)



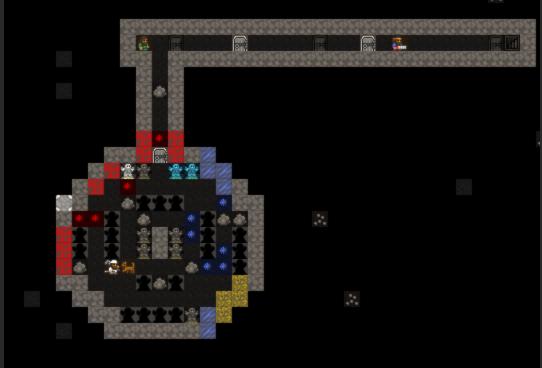
GOLD! Oh, you know how to make a dwarf happier, my precious, shiny yellow gold... My precious...

1 of Galena

I took the digging operation to myself, and I'm alredy halfway trought it. In other news, Astville's dining hall is starting to look more like a dining hall now! Spoiler (click to show/hide)



And the statue garden is taking shape too! Spoiler (click to show/hide)



Just some minor details to make our lives here a bit more tolerable.

5 of Galena

Spoiler (click to show/hide)

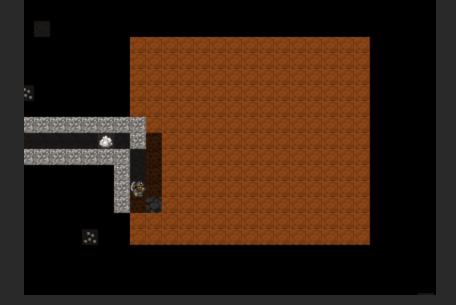


I... Will... I will finish the job. No matter how long it takes... Osp has to die.

14 of Galena

I've been digging non-stop for the last 14 days. I've finally reached the room that must be channeled. Osp's end is coming. The rest of the miners will come to help me with the digging now as I go for a much deserved qinua beer and some sleep.

Spoiler (click to show/hide)



18 of Galena

Every dwarf who can dig is excavating the room we will drop Osp's head.

19 of Galena

Spoiler (click to show/hide)

Page 1/1 FPS: 100 (50)

The Forgotten Beast bites The Crundle in the right upper leg and the severed part sails off in an arc!
The Forgotten Beast bites The Crundle in the head and the severed part sails off in an arc!
The Crundle has been knocked unconscious!

Our good old friend Snakey the One Eyed Snake is back! And apparently she/he/it dislikes crundles as much as I do. It'll be one crundle less in the world.

The creature is still uninterested in us.

22 of Galena

Spoiler (click to show/hide)



The channeling has begun. Osp can hear us from his room. He is screaming for help.

"NO! STOP THAT YOU CATTLE! YOU CAN'T KILL ME! I AM A GOD!"

"No you aren't"

"NO! MINIONS! WORSHIPPERS! I WILL SPARE YOUR LIFE IF YOU KILL THE MINERS!"

I don't know how did the voice of Osp went so far, but I can hear the steps. Many people, running towards us, screaming like madmen. "Mate, Udib, keep digging, we will try to stop them!"

I did not saw who said that, but right then, all the miners ran to the corridor, and used the stones they had to block the crazed cultist's path.

Udib, I, and a woodburner with a wheelbarrow are the ones that have to channel the floor. We are running out of time.

Then, amidst the crazy vampire cultists, one dwarf pushed between them with a pick, and ran towards Udib and I. It was Taupe. He wanted to finish his matters with the vampire.

Spoiler (click to show/hide)

FPS: 100 (47)

Citizens (45) Pets/Livestock (23) Others (64) Dead/Missing (540)

Taupe II' Gesisoddom, Mad doctor

Dig Channel

!!NOTHING UNDER THIS TEXT HAPPENED BECAUSE OF THE GAME CRASHING!!

Oh, gods... While channeling, Osp jumped and grabbed the miner Kosoth by the neck, knocking her unconcious. After that, he drained her of blood in front of our eyes! He. Must. Die!

28 of Galena

Taupa managed to hit Osp's head with a rock. It didn't kill him but he was knocked unconcious ((OOC: He actually fell asleep:P)). This might buy us some crucial time.

Spoiler (click to show/hide)

Taupe II' Gesisoddom, Mad doctor
Thikut Stakudlolok, Miner
No Job
Fath Avednil, Miner
Udib Likotilul, Miner
Mate the 888th' Lorbammegid, Overseer
Urvad Kivishkubuk, Miner
Urvad Kivishkubuk, Miner
Store Item in Bin
Lokum Tuloncog, Woodworker
Ilral Adasdodok, Bowyer
Mrs. Woodcut' Odzulban, Only Woodcutter
Engraver-Guy' Rodembim, Minister of Health

Plant Seeds
Plant Seeds

I will dig the last floor bit. And then Osp will be dead.

3 of Limestone

Spoiler (click to show/hide)

A vile force of darkness has arrived!

Press Enter to close window=

And also, Osp escaped right before we finished digging the last tile.

Double fuck.

Wait, that can be a good thing. If Osp is trying to escape the fort, he may find the goblins and trolls siegeing us now. I doubt he will manage to kill enemies that carry weapons. Maybe a lucky goblin arrow will end him.

<u>Spoiler</u> (click to show/hide)

Or it'll end the fort.

The game crashed and nothing of what I wrote happened. I'll do it again but for now let's pretend it didn't happen.

I'm so frustrated right now.

Mate888, Bay12er is throwing a tantrum!

Title: Re: The Fall of East Doomforests - East and West reunited at last :')

Post by: Salmeuk on January 07, 2015, 07:51:35 pm

Spoiler (click to show/hide)

Am I currently dwarfed? If not, then don't - I will dwarf myself when my turn arrives.

Until then -

The following was discovered somewhere near Astville, scrawled in burn marks upon the cavern wall. No trace of the writer remained, leading to the conclusion that the message was written by some otherworldly creature. Or a particularly literate crundle.

I HAVE THRICE ATTEMPTED TO CHANGE THE DESTINY OF THIS FORSAKEN FORTRESS: FIRST AS A DWARF, THE SECOND AS A POSSESSED MASON, AND A THIRD THAT I CAN NO LONGER REMEMBER. AS AN OVERSEER I CREATED A LIVING SPACE FOR OVER FIFTY OTHERS, CARVED NEW PASSAGES AND BUILT STURDY FORTIFICATIONS. WHILE I MADE A MINOR MISTAKE REGARDING CERTAIN STAIRCASES AND CERTAIN CAVERN OPENINGS, I WOULD SAY THAT MY REIGN WAS MARKED BY LARGE IMPROVEMENTS TO THE WELLBEING OF OUR DWARVES.

I VOW TO RETURN, SOMEHOW . . . SOME DAY. DOOMFORESTS WILL BE FANNED INTO A RAGING BLAZE OF GLORY, FROM THE ASHES THAT NOW SIT SMOLDERING.

Title: Re: The Fall of East Doomforests - East and West reunited at last :') Post by: mate888 on January 07, 2015, 09:50:05 pm

Quote from: Salmeuk on January 07, 2015, 07:51:35 pm

Am I currently dwarfed? If not, then don't - I will dwarf myself when my turn arrives.

Until then -

The following was discovered somewhere near Astville, scrawled in burn marks upon the cavern wall. No trace of the writer remained, leading to the conclusion that the message was written by some otherworldly creature. Or a particularly literate crundle.

I HAVE THRICE ATTEMPTED TO CHANGE THE DESTINY OF THIS FORSAKEN FORTRESS: FIRST AS A DWARF, THE SECOND AS A POSSESSED MASON, AND A THIRD THAT I CAN NO LONGER REMEMBER. AS AN OVERSEER I CREATED A LIVING SPACE FOR OVER FIFTY OTHERS, CARVED NEW PASSAGES AND BUILT STURDY FORTIFICATIONS. WHILE I MADE A MINOR MISTAKE REGARDING CERTAIN STAIRCASES AND CERTAIN CAVERN OPENINGS, I WOULD SAY THAT MY REIGN WAS MARKED BY LARGE IMPROVEMENTS TO THE WELLBEING OF OUR DWARVES.

I VOW TO RETURN, SOMEHOW . . . SOME DAY. DOOMFORESTS WILL BE FANNED INTO A RAGING BLAZE OF GLORY, FROM THE ASHES THAT NOW SIT SMOLDERING.

Damn literate crundles stealing our jobs...

And yes, you are dwarfed. Should I un-dwarf you? I mean, your dwarf really likes to put himself in very dangerous situations.

Title: Re: The Fall of East Doomforests - East and West reunited at last:')

Post by: mate888 on January 07, 2015, 11:20:51 pm

((OOC: I'll proceed to replay what was lost on that tragic crash. Just act like everything that happened before the the channeling started happened. Pretty please?))

8 of Galena

The digging's nearly done, but that's not what worries me.

Spoiler (click to show/hide)

Minkot Mishosthikut, Fishery Worker is stumbling around obliviously!

After a half a month of constant non-stop lonely digging and another half month of constant non-stop digging with friends, what one less would like to hear is that someone in the fort is about to snap.

The digging has finished and the channeling has started. This will be Osp's end.

((OOC: Aaaaaaaaaaand, I'll continue tomorrow guys, otherwise I'll get very drowsy, get stressed and eventually stop responding to the world...))

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Drokles on January 08, 2015, 01:36:25 am

Quote

The game crashed and nothing of what I wrote happened. I'll do it again but for now let's pretend it didn't happen.

I'm so frustrated right now.

Mate888, Bay12er is throwing a tantrum!

During Taupe's turn a crash happened when Snustrok attacked the first time. Later when he played again Snustrok reappeared. The game will probably progress in the same way with another siege as well.

Journal of Drokles the Second:

Today I only made coffins non-stop. I'm becoming better and better, guided by the hand of the deceased overseer whose name I now carry. It was a beautiful moment when the wall was finally torn down between the mad doctor's part of Doomforests and the one that belonged to Ost. Many of the dead on the other side I'd never seen alive. I only came to Doomforests some time before Ost was recognized for what he is.

Now it falls to me to honour these fallen dwarves in death. How many of our brothers and sisters will finally be immortalized by my hand? Their fight to preserve Doomforests is the stuff of legends!

I had a disturbing conversation with mate888 today. I asked him if I could be relieved of some of my other duties and be allowed to only focus on coffin making. When I made my suggestion to him he gave me a sharp suspicious look showing obvious distrust of me on account of what I can only guess to be my repeated attempts at instigating war with the elves. Since the reunion, however, there's no need for war, there are plenty of corpses to keep me occupied for the time being. Finally our ruler said to me that he knows that the elves are not scheming anything for the moment and that I could not convince him otherwise. Almost reflexively I put forth the following argument for which I still feel I ought to be hammered.

- My lord and overseer, can you remind me why you are called Mate the 888th?
- Why, of course, I am the 888th in a long line of first-borns all given the name Mate.
- And when did Armok in his infinite wisdom allow himself to put dwarves in the world?
- ... It is currently the year 1056, no?
- You realize that most of your ancestors would have had to have children before the age of 2, right?

_

- Look, this is why you need someone like me, I believe you are confused about certain historical and political matters. I agree that in your perceptive nature you have correctly deduced that the elves are not a threat to us at present, but the time may come when you will seek my counsel on the matter further. Think about it.

With that I left before giving him time to reply.

I am a horrible, horrible dwarf...

There is some commotion from the halls upstairs, apparently something big is happening. Ever since Ost was elected mayor political intrigue and mistrust has been the norm in Doomforests.

A group of dwarves have taken to researching a human outpost, DateTattoed. The goddess they worship there is called Nifih, apparently she has been responsible for some of the curses that have put werebeasts and vampires in the world. The mad doctor has convinced good dwarves to devote much of their time to the study of this subject. I wonder if he has also convinced Baby minister and Smunstu. We all have different ways of coping with tragedy, and believe me Taupe II, as the sole survivor of the goat and snail onslaught of 1054, has seen his share.

OOC:

Just found myself wondering, do we still have no military or weapons industry?

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Taupe on January 08, 2015, 03:15:54 am

t by. Taupe

Overto

During Taupe's turn a crash happened when Snustrok attacked the first time. Later when he played again Snustrok reappeared. The game will probably progress in the same way with another siege as well.

Not really. i don't recall any crash regarding smunstu, altho there were a lot of them at some other point. I took a habbit of playing for a few weeks at most, save, let my computer cooldown, think on the disaster at hand, and come back to play a bit more later. This way I kept most of the crashes at bay and didnt lose much, if anything. The only noticeable impact those crashes had were on the ghosts. Overseer may notice I mentionned and screenshotted a bunch of dwarves, who arent the ones memorialised. That's because of crashes. I think two ghosts appeared, that didn't after I reloaded.

Appart from some ghost-swapping, I lost no real progress. Just save often. More than once a season.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Drokles on January 08, 2015, 06:01:54 am

Oh, my bad I was mistaken. Anyway something along the lines of that happened to one of our overseers at some point in the fort history. Probably.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: Senshuken on January 08, 2015, 07:58:45 am

Journal of Senshuken the Second

Shortly after I was done training earlier today, I found myself thinking an idle, strange thought. Doomforests is like the army; There is only one employer and all we seem to produce is death. I would *love* to be able to say it was because of our proud military history but whenever I try to picture 'Doomforests' and 'Proud Military History' in the same sentence I burst out laughing. It's really sad how funny a joke it really is. I'll try telling it to some people and see if it'll brighten the place up a little. All the crying and moaning is really starting to annoy me.

Anyway, back to the metaphor I was getting at. It seems that what Doomforests is good at is sealing off areas in order to stop the horrible shit from getting at us and using our newest enemies to slaughter the older ones. I'm perfectly content with letting this state of affairs continue until we actually have the military might to stand on our own two feet.

Just have to hope someone doesn't do something stupid and either let out the Vampire or let in the snake bastard in the caverns.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')

Post by: **Dark One** on **January 08, 2015, 12:04:27 pm**

After the cremenony I went to my room. I entered it so hastily that I forgot to lock the doors. I couldn't fall asleep. I was thinking about all the evil... about all the troubles of dwarves. I'd really like to help them, but I can't. For example, there is a fisherdwarf that is on the edge of insanity. Dwarves mourn their dead, they pray to that bloodsucker. Most of them are scared, but there is a strong group of devoted dwarves. Their leader tries to take the title of Archbishop, and free Osp. That's why I can't help, he watches my moves. I can't talk with Smunstu, as his disciples follow me. I can't help scared dwarves or those mourning their dead, as they are watching me. I don't know their names, and they've send me a message what Archbishop should do. I am not to save dwarves, but sacrifice them to Osp! I am not to help dwarves, for Archbishops work is to make ceremonies and sacrifices! I am the Archbishop, and I know what to do when the time comes!

I went to my bed. I was lying on my back, lying in darkness and looking at the ceiling. I couldn't fall asleep.

And I think... WHY? Why do the dwarves instead of praying to our gods decide to pray to the cause of their inevitable doom? Am I so influential? Is the vampire altering out thoughts? I don't know.

Slight squeak of the doors

Someone has entered my room! I lied still, until I could find a good moment to sneak behind that dwarf, and block the way. I took my smithing hammer in my hand. I lighted the candle, and as the dwarf turned around, I knocked him out with my hammer. It was one of the dark disciples! I'll leave his body near the Taupe's office. He isn't hurt much, but that was a heavy blow!

1st of Galena

The big ceremony is close. Disciples want to free Osp! I must stop this madness! I know what should I do! I need to talk with Smunstu first....

I sneaked at night. I crept slowly in the darkness. It was calm all around, yet I could feel someone is watching me. I moved closer to the wall.

- Smunstu! Ghbraaa'lk!
- Ighathr uberhen ralk!
- Hreyghhhb gi heyth'arrrr ak osthop!
- Graseygbh: Kathralkub'rrr ak ukshaaaari ok isth, ush atir kap okl!
- Krakke Smunstu! Ille'r amthari!

Yes, now I know what to do when the time comes!

4th of Galena

Big day today. The ceremony is close to begin. I see all the disciples here, and some of the more sane dwarves came. I'll make a subtle signs to them, so they'll back off when there is still time! I drank some brew Smunstu has told me to drink before ceremony, so my plan should work.

- Brothers in faith! Since the beginning I am the Archbishop of Osp The Light Of Glory! This is a big day, as the true light of glory shall speak from within my body. Now I... argh... *with low booming voice* I AM THE LIGHT OF GLORY! AND I LOOK AT YOU WITH DISGUST! YOU PRAY TO THE OSP, THE MESSANGER WHO TURNED AGAINST ME! BUT THE DAY HAS COME! SOON, THE THOUSAND METRIC TONS OF ROCK SHALL SMASH HIS EVIL FORM, SO THE LIGHT CONCEALED WITHIN SHALL ASCEND, AND JOIN ME IN HIGH HEAVENS! AND YOU SHALL NOT PRAY TO ME! PRAY TO YOUR DWARVEN GODS, THEY ARE MY MINIONS WATCHING YOU OVER MILLENIAS AND YOU TURNED AGAINST THEM! LEAVE OSP BEHIND YOU! COME BACK TO YOUR TRUE GODS, AND YOU SHALL ALL ASCEND TO THE LIGHT OF GLORY!

After that I fell on the floor, and feigned being unconscious. They have believed me! I've left a message for the overseer, with plan of smashing the bloodsucker. He shall meet his doom here, in Doomforests! Through all the time I tried to find something about darkness in DateTattoed. I was also recording my nightmares in my second journal. After mistakenly opening it instead of another historical book I've stolen from Taupe, I easily deciphered most of the mysterious markings and symbols! I should talk to Taupe about this, and also give him his books back. I must also warn the overseer about the dark disciples, they could interrupt the plan of bringing end to this madness!

Spoiler (click to show/hide)

[OOC]

This is getting more crazy! Dark disciples, fisherdwarves going stark raving mad! Welcome to Doomforests!

Title: Re: The Fall of East Doomforests - East and West reunited at last :')
Post by: mate888 on January 08, 2015, 12:51:55 pm

Quote

- You realize that most of your ancestors would have had to have children before the age of 2, right?

I always tought that the years in DF were counted since the beginning of written history. Is not like dwarves are going to spawn out of nowhere and start building castles in the first year of their existence.

And about the military, we have something more... Imposing than before. Dark One's dwarf finished building the magma forge and now I'm starting to smelt spears and swords, and the scouting party who started being a suicidal group of highly dispensable dwarves is starting to be more of an elite army.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Dorsidwarf on January 08, 2015, 01:16:35 pm

So as soon as the first word is written, everyone suddenly across the whole world starts writing stuff, the gods make pacts with demons, the demons thrust spires up through the magma sea, and everyone suddenly declares that they "have the appearance" of being 43 years old or whatever?

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: mate888 on January 08, 2015, 01:38:38 pm

Quote from: Dorsidwarf on January 08, 2015, 01:16:35 pm

So as soon as the first word is written, everyone suddenly across the whole world starts writing stuff, the gods make pacts with demons, the demons thrust spires up through the magma sea, and everyone suddenly declares that they "have the appearance" of being 43 years old or whatever?

Well, how would the gods write the slabs otherwise?

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Iamblichos on January 08, 2015, 02:30:33 pm

((OOC: I have been re-reading the whole history of Doomforests (slow day at the office) and I have noticed something very interesting.

There are certain statements that spell immediate, fatal !!FUN!! for any overseer:

- 1) "We(/Doomforests/The dwarves) have something approaching a real military/militia now!"
- 2) "Nothing much is happening"
- 3) "I have a plan"

DF has achieved the Singularity, and clearly reads the thread that we have made about the fort. The game is playing us, while we are

playing it.

Welcome to Escherville ellivrehcsE ot emocleW

:0

))

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: mate888 on January 08, 2015, 03:13:40 pm

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem!

I think I won't be able to complete my turn unless I finish the year by today. So I'll keep writing and playing and I'll post the save today or tomorrow.

Post by: SkaiaMechanic on January 08, 2015, 03:46:47 pm

Quote from: mate888 on January 08, 2015, 03:13:40 pm

I think I won't be able to complete my turn unless I finish the year by today. So I'll keep writing and playing and I'll post the save today or tomorrow.

You did great. I know I pretty much abandoned my turn on a community fortress when a crash took out most of a year of playing. So it's understandable if you don't finish, but great job sticking with it so far.

You kept the pace and events up, and we could use your writing as a foundation for our own words.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Dark One on January 08, 2015, 04:07:11 pm

Yeah, you did great job continuing on the Taupe's struggle to save the fortress, and giving us a base for our writing. Almost everyone (if not all of us) have mentioned the decision you've made at least once in our journals. You've also brought us the east part back. I hope that you'll finish your turn, it was amazing work!

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem!

Post by: Iamblichos on January 08, 2015, 04:12:12 pm

Absolutely, well done. You've made the best of a trying situation, and given us lots of events for our own characters to bounce off of :)

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem!

Post by: Taupe on January 08, 2015, 04:38:26 pm

And whatever you do, do *NOT* mention that we have something that almost resembles a military now...

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem!

Post by: Drokles on January 08, 2015, 04:44:45 pm

Quote from: Dark One on January 08, 2015, 04:07:11 pm

Yeah, you did great job continuing on the Taupe's struggle to save the fortress, and giving us a base for our writing. Almost everyone (if not all of us) have mentioned the decision you've made at least once in our journals. You've also brought us the east part back. I hope that you'll finish your turn, it was amazing work!

Seconded. In fact, I think you have quite a few days left, so there's no rush for you to finish. I certainly think it would be worth it to see you take your time and keep up your current style.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem!

Post by: Cptn Kaladin Anrizlokum on January 08, 2015, 04:49:06 pm

Ptw this!

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: maxcat61 on January 08, 2015, 05:30:57 pm

Well, it looks like the fortress is finally settling down. Do more crazy stuff, like weaponizing everything, I am sure that you have a plan. Who knows, now that we have reunited the Main Fortress, all that nice equipment for the militia (if the militia ever had good stuff) is available. Who knows, maybe you could get a Real Militia started.

I have tossed out the chalange. I now await Karma.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem!

Post by: mateooo on January Uo, 2015, U5:34:50 pm

Quote from: Drokles on January 08, 2015, 04:44:45 pm

Quote from: Dark One on January 08, 2015, 04:07:11 pm

Yeah, you did great job continuing on the Taupe's struggle to save the fortress, and giving us a base for our writing. Almost everyone (if not all of us) have mentioned the decision you've made at least once in our journals. You've also brought us the east part back. I hope that you'll finish your turn, it was amazing work!

Seconded. In fact, I think you have quite a few days left, so there's no rush for you to finish. I certainly think it would be worth it to see you take your time and keep up your current style.

Actually is because I have to go to the beach with the family for the weekend, but there was a lack of organization and everyone is yelling at eachother, so I may not stop until the 13, or I might give you the save after Osp has been successfully murderized.

Quote from: maxcat61 on January 08, 2015, 05:30:57 pm

Well, it looks like the fortress is finally settling down. Do more crazy stuff, like weaponizing everything, I am sure that you have a plan. Who knows, now that we have reunited the Main Fortress, all that nice equipment for the militia (if the militia ever had good stuff) is available. Who knows, maybe you could get a Real Militia started.

I have tossed out the chalange. I now await Karma.

I actually alredy have two real militias started (the scouting party is quite elite and a great marksdwarf joined the Kinethic Swans).

I also have a plan for killing Osp and in the last crash everything went terribly bad so the crash was actually a good thing. So don't worry. It was inevitable.

Title: Re: The Fall of East Doomforests - East and West reunited at last :')

Post by: Salmeuk on January 08, 2015, 07:05:04 pm

Quote from: mate888 on January 08, 2015, 12:51:55 pm

Quote

- You realize that most of your ancestors would have had to have children before the age of 2, right?

I always tought that the years in DF were counted since the beginning of written history. Is not like dwarves are going to spawn out of nowhere and start building castles in the first year of their existence.

And about the military, we have something more... Imposing than before. Dark One's dwarf finished building the magma forge and now I'm starting to smelt spears and swords, and the scouting party who started being a suicidal group of highly dispensable dwarves is starting to be more of an elite army.

I believe that is actually the case. Post land generation, the gods create dwarfs and elfs and humans and give them the knowledge needed to build fortresses, tree villages and castles respectively. It's a very high-fantasy concept that is contradicted by the mundane violence that occurs post-creation.

I still think you should stick by your name, however. Perhaps your ancestors weren't very good at maths? Or birth control, for that matter.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: mate888 on January 08, 2015, 08:07:10 pm

Journal of Mate the 888th, Overseer 13 of Galena

The channeling operations have started. But I am uncertain wether they'll work or not. Maybe I should have told them to channel a smaller area? I don't even know anymore.

Aaaaaaaaaaaaaaand...

Spoiler (click to show/hide)



Nothing happened. I should have narrowed the channeling area.

Channeling attempt 2.0, start! Trust me, I have a plan, we will be able to finally settle down.

Meanwhile, I'll order to smelt some iron to make some more weapons. As we alredy something that can be called a real military now, we may aswell equip them.

The last tile is to be dug. Aaaaaaaaaaaaaaa...

"Don't! My minions are running towards you! You will be murdered!"

"Then let them remember that Mate the 888th"

"And Kosoth!"

"Yeah, and Kosoth too"

"And Udib!"

"Ugh, sure! All of you! That the miners killed the vampire!"

"But you are actually a miner/hammerer"

"Shut up, Kosoth! WHat were we doing?"

"Freeing Osp?"

"Nice try, Osp."

"NOOOOOOOOOOO!"

Spoiler (click to show/hide)

Osp' Gulnasmafol, Vampire Lord's mandate has ended.

→'lamblichos II' Lolortost, Possessed Ranger has been elected mayor.

The cultists stopped when the rock fell over them. They looked shocked, like if they woke up after a nightmare. Then they started cheering.

"Miners! Miners! Miners!"

We did it. We saved the fort.

"We did it, Kosoth! We are hero--

Spoiler (click to show/hide)

basalt
Kosoth Idenrirnol's corpse
Smooth basalt Floor

I of Masoth Paddledrespect's dwarf blood

Oh. Well... Oops.

Send flowers to the widow. But also, before dying, Osp yelled his real name.

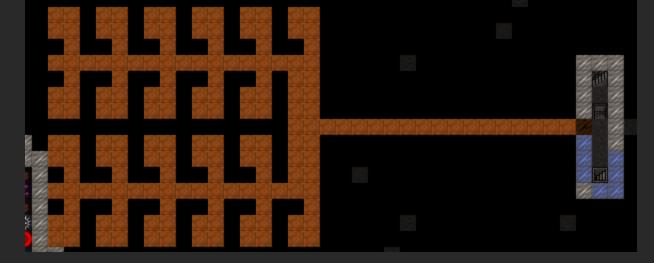
<u>Spoiler</u> (click to show/hide)

'Osp' Osplekconi Mong Astan's corpse basalt Cavern Floor

That may help.

25 of Galena

I've started planning a jails level. In any fort there may be illegal stuff happening, and with me as the only hammerer around stuff is not going to be solved. Thus, I planned this jail system as far from civilization as I could find. Spoiler (click to show/hide)



26 of Galena

Well, Iamblichos' spirit rose up from Sakzul and is haunting his relatives. Did I ever mentioned that he was an asshole?

Spoiler (click to show/hide)

RUSULH TURNITHULL, THEFT HAS DEEN TURNIU UEAU.

Kib Emkadol, Engraver cancels Store Item in Stockpile

'Iamblichos' Zefonotad, Ghostly Recruit has risen and

What an arse.

Spoiler (click to show/hide)

Tipal Hudsubuok, bowger cancers sleep. Hoffilled. →'Osp' Gulnasmafol, Vampire Lord has been found dead, badly crushed.

Heh. Suck it, batman!

1 of Hemetite

Spoiler (click to show/hide)

Well, now the dwarven caravan will come, we will recieve news from the outside and I might consider retiring. My job is mostly done, I killed Osp, I reunited the fort, I think I deserve some long, long holidays.

Spoiler (click to show/hide)

Minkot Mishosthikut, Fishery Worker "Minkot Beachbook"
Sunk into depression..., &

Damn, that fisherman is going to kill himself of we don't do nothing...

3 of Hemetite

Spoiler (click to show/hide)

A vile force of darkness has arrived!

Press Enter to close window

I hate everything.

Spoiler (click to show/hide)



Oh, gods. I've never seen a faster duck in all my years.

((OOC: I think that I will actually be able to complete my turn, or at least reach the last day. i'll be inactive saturday and sunday, tho.))

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: maxcat61 on January 08, 2015, 09:05:48 pm

Quote from: mate888 on January 08, 2015, 08:07:10 pm

Meanwhile, I'll order to smelt some iron to make some more weapons. As we alredy something that can be called a real military now, we may aswell equip them.

3 of Hemetite

Spoiler (click to show/hide)

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I hate everything.

Karma. Right here, right now. You mentioned that the militia was well prepared, and the fun started. Don't you wish you had a badass vampire lord now?

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem!

Post by: mate888 on January 08, 2015, 10:06:20 pm

Quote from: maxcat61 on January 08, 2015, 09:05:48 pm

Quote from: mate888 on January 08, 2015, 08:07:10 pm

Meanwhile, I'll order to smelt some iron to make some more weapons. As we alredy something that can be called a real military now, we may aswell equip them.

3 of Hemetite

Spoiler (click to show/hide)

A vile force of darkness has arrived!

=Press Enter to close window=

I hate everything.

Karma. Right here, right now. You mentioned that the militia was well prepared, and the fun started. Don't you wish you had a badass vampire lord now?

Nah, I have two briges and two walls. I'm okay. No casualties but a duck and maybe the grazers.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Taupe on January 08, 2015, 11:05:25 pm

Just take your two days off, this year is going swimmingly. Be ready for ten thousand journals when you return, tho.

PS: Yeah, you wanted the channeling to coincide with the dorm's walls, the initial channeling was too large, the walls ended up supporting the earth chunk;)

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Drokles on January 09, 2015, 04:54:14 am

Quote from: mate888 on January 08, 2015, 05:34:58 pm

Quote from: Drokles on January 08, 2015, 04:44:45 pm

Quote from: Dark One on January 08, 2015, 04:07:11 pm

Yeah, you did great job continuing on the Taupe's struggle to save the fortress, and giving us a base for our writing. Almost everyone (if not all of us) have mentioned the decision you've made at least once in our journals. You've also brought us the east part back. I hope that you'll finish your turn, it was amazing work!

Seconded. In fact, I think you have quite a few days left, so there's no rush for you to finish. I certainly think it would be worth it to see you take your time and keep up your current style.

Actually is because I have to go to the beach with the family for the weekend, but there was a lack of organization and everyone is yelling at eachother, so I may not stop until the 13, or I might give you the save after Osp has been succsessfully murderized.

You may remember that earlier in the thread there seemed to be good agreement, that under special circumstances we can let people take just a few days more if they need it to complete the turn. Your turn is definitely one of the more well written ones, and I don't think anyone would mind it terribly if you took the weekend off with your family and then spent the next one or two days finishing up in your own pace.

I think you've earned it with all of the effort you've put into making this a very interesting year indeed ;).

(In my own opinion, the most important reason why we have a time limit is that we don't want the fort to stagnate. Right now the thread is growing with maybe one page pr. day. It is definitely NOT stagnating in my opinion. Of course, we still have to respect the wish of future players to get their turn on time though...)

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: maxcat61 on January 09, 2015, 09:24:38 am

Im cool with waiting more.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Dark One on January 09, 2015, 09:44:47 am

Quote from: maxcat61 on January 09, 2015, 09:24:38 am

Im cool with waiting more.

Me too.

Spoiler (click to show/hide)

Made another crappy artwork. Remember this little cutie?



Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Iamblichos on January 09, 2015, 10:29:40 am

Journal of Iamblichos

7 Galena

My plans are proceeding, despite the unceasing opposition of Osp and his minions. Many times I have gone back to check my calculations

and discovered that my mind had been clouded and meddled with when I was working - obvious errors, transpositions, and the like. Only two things save me; first, Osp knows nothing of stones or their powers. Substituting crystal opal for pyrite indeed! Second, Osp has many calls on his attention; though he is powerful, he can only pay attention to one thing at once, and he has many plans in motion. He cannot devote much time to thwarting my progress, though he knows enough to fear my goals.

I was utterly unsurprised to discover that Dark One was the leader of the Osp cult; his will seems to have been completely subverted by his dark master. The young dwarves pray and shout at Dark One's bidding as the 'bishop' of this new supposed 'faith', working themselves into a quasi-religious frenzy; how they imagine the vampire will ever consider them as anything other than cattle to be eaten is a mystery to me. Osp seems much stronger than a typical bloodsucker; they are often sad, feeble things, but he is a being of true potency. Either his advanced age or the deity who cursed him have given him great power. I wonder which...

In better news, I was able to find a supply of dwarven bone in one of the corpse piles that litter this place; who would ever imagine a fort where so few people are decently buried? The trumpet has been made. The skin was damaged by frost somehow, but nevertheless serviceable; only the drumstock remains. Wood is much scarcer here than bone, especially a wood as obscure as nether-cap. Osp's evil serpent continues to block access to the deeps where such things grow, as well as the emerald I suspect is the key to this particular conundrum. The hunt continues.

11 Galena

Astonishing. Dark One seems to have turned against his erstwhile master. Either that or the reports of his "possession by an unknown god" are true - that would definitely throw sand into my mechanisms here. The dining hall is abuzz with plans to crush Osp beneath falling stone, one of the few safe ways to dispose of such a mighty being. He cannot influence that many minds at once; it must be maddening for one so powerful to face destruction at the hand of so many weak foes, like an elephant pulled down by mice.

Taupe has taken steps after the blatant penetration of his office; he spends much of his time closeted with Skaiamechanic, and his vast collection of books has vanished. A miner and a mechanic working together could easily devise a secret room; since Osp seems to be facing difficulties already, I have refrained from revealing myself to the doctor, though I have not ruled it out.

There is no nether-cap to be found. The ritual was very specific; I must research a substitution, but have little hope.

13 Galena

I underestimated the vampire... or whatever Osp truly is. The others think him dead, but I know better. My earlier suspicions have proven well-founded beyond my imaginings. No vampire could do what he has done.

He played his role well to the end, screaming and bellowing melodramatically until the falling stone crushed him. Rising from the wreckage came a ghost, and everyone gasped and drew back. It was the ghost... of Iamblichos the gemcutter. The dwarves who had been baying for blood but a moment before drew back, terrified. Since I *am* the ghost of Iamblichos the gemcutter, however, I felt no fear - this was clearly some ruse. I laughed at the spirit, forgetting how this must appear to others who didn't know how preposterous this charade was. At that the "ghost's" face looked directly at me and changed to the face of Osp. "I have a gift for you", it whispered, and then turned and fled... just as the most impressionable young dwarf, the one most under Osp's control before, shouted "Stazul for mayor! She is unafraid in danger! I want Stazul!" Stunned, I just stood there, but the election carried.

Whatever "Osp" was, it is now free of the body that contained it. Somewhere in the deeps of this fortress, the evil festers, unknown and unwatched. He has won a major battle; I am immobilized as mayor. With every eye on me, I cannot work; with all these responsibilities, finding time for my own projects will be nigh impossible. As mayor, I can initiate projects to inconvenience him, though, like the slaughter of that wretched snake that haunts the deep mines. Perhaps I can find benefits in this, but it is a massive inconvenience to one who prefers to be in the shadows.

Well-played, spirit; I must plan my next move.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: mate888 on January 09, 2015, 11:55:54 am

You are all awesome.

Also, Iamblichos' (or Osp's) ghost is being memoralized, so I guess whatever Osp tries to do next will be with the problem of leaving the corporeal plane forever.

Until he is released from his adanantine prision on the bowels of the earth, were the souls of the damned go...

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: PsychoAngel on January 09, 2015, 04:51:55 pm

Oh, by the way, guys.

I might want to come back for a second turn. Psycho II is going to have a different focus for his reign, but it will still be quite the show, should the fort survive 'till his arrival.

Anyway, things are very, very nice right now. Can't see how you guys could've made this story any better.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: SkaiaMechanic on January 09, 2015, 11:36:08 pm

Journal of SkaiaMechanic

17 Galena

Osp is dead.

It actually happened a few days ago, but I've been so busy since I haven't had time to even write down that significant event. Brought down a few tons of solid rock on him. However strong he may be, even gods and demons can be brought down by the Body of Armok. We may close this chapter of the fortress.

Pity, I had hoped to eventually weaponize him, as well as ask him a few...historical questions. As a Dwarf he could be reasoned with, and his combat skill was second to none. But I must confess now he may have been too powerful for that, and my attempt would only invite disaster. Osp's mind controlled Dwarves might have even staged a coup before the end of the year. Doomforests under the management of a Vampire Lord...I can hardly imagine what that might be like.

It's matters little. The planning for the TSP is still ongoing. The amount of mechanisms required is simply astonishing. Yet another reason I can't do this project until I become Overseer. If I were to share my plan, I'm sure it would be implemented immediately. But it wouldn't be done right, to the full extent that's required. It's based around a fairly basic Dwarven Mechanical concept, but taken to a ridiculous degree. It wouldn't work in most fortresses nowadays. It's only Doomforests' specific structure that allows my plan to truly shine.

No, I must not write more, just on the idea that someone may be reading these. Note to self, during your next day off, build a better lock for my office and bedroom.

However, it seems I am still years away from that goal. You'd think the best trader in the fortress would be better at politics. But no, several stand in the way of my progression. The mayor? The mayor is a figurehead, keeping the population docile by showing that their wishes make a difference. Oh, they can demand this and that, but they're nothing in comparison to the power of an overseer. Several have already realized this when coming here, taking the names of overseers past to leech off their ancestor's respect. It's a good move, honestly, and I'm sad I didn't think of it sooner. They've prepared themselves for the role since their arrival. Oh well, can't change my

name now.

Speaking of locks and books though, Taupe's personal library is safe in it's new location. Not that anyone could get to it even if they knew where it was. It's wasn't an issue. I mean, I'm proud of my design but Taupe's the one who did all of the digging. He's a good friend, and he's taught me much. But most importantly, I might need to call in a few favors of my own in the future. All we have to do is not die terribly! Simple!

Other than Taupe, I can rely on Max the Minion. He's...a bit straightforward, but produces solid enough results. I've burned my bridge with Mr888, who shockingly enough proved himself worthy of the title Overseer by now, and Iamblichos and Dark One seem to have their own plans. I should keep note of them though, they might be useful if our goals overlap in any way. I'm friendly with Salmuek and Drokles, but I could get to know them a little more. Same with Senshuken, especially now that we have an actual military.

Time to sit back and have a good swig of ale for a bit. Until the next goblin siege or Forgotten Beast or something, of course.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Taupe on January 10, 2015, 01:01:12 am

Research notes, part 1

We have done it! Skaia and I devised a secret lair where we can work and study without being scrutinized. His mechanical aptitude proved key in securing this awesome room. Minion is proving helpful as well, and his legendary masoning skills are a godsent. He is the one doing most of the physical work, when it comes to hauling and building. Hilariously enough, with most of the fort busy dealing with the sheanigans of a vampire cult, or hiding said cult, we had the perfect opportunity to create the lab in peace. Osp is dead now. I'm told that the channeling plans I created for Mate the 88th did the trick.

Still we must prepare, for more monsters will surely come. If there are shadowy powers running the events behind the scenes, as I have come to suspect, the death of the vampire lord will only create a vacuum that will soon be filled by another beast. It also mean that a precious, if double-edged, source of information has been eliminated. Researching the High Passion's bloodline is now our main lead.

* * *

Research notes, part 2

Spoiler (click to show/hide)

```
Buqui Mutedbrass was a human born in 698. He was the eldest son of Belza Jugglegorges and Ofo Largeplait.

In 710, Buqui married Pesor Squirtauthor.

In 710, Buqui settled in Datetattooed.

In 710, Buqui became a clothier in Datetattooed.

In 765, Buqui began worshipping Nifih.

In 765, Buqui became a member of The Strapping Fellowship.

In 769, Buqui died of old age.

Related Historical Figures

Belza Jugglegorges, mother, b. 668 d. 754

Ofo Largeplait, father, b. 663 d. 730

Pesor Squirtauthor, wife, b. 697 d. 883

Lásta Surprisewebs, eldest son, b. 729 d. 805

Alnos Newwealthy, second eldest son, b. 727 d. 812

Anna Bowmartyred, only daughter, b. 724 d. 833

Omli Uiolencedate, youngest son, b. 749 d. 840

Nifih, object of casual worship

Related Entities

The Nation of Scrubbing (member)

The Scripting Fellowship (member)

The Strapping Fellowship (member)
```

A new piece of the puzzle has been located thanks to the genealogy and history books skaia got from the human traders. Buqui has been identified, the father of the High Passion. A very standart man, from what I read, save for the fact that he was known as a worshiper of Nifih. His son, however, is absent from the list of worshipers found in Ost's journal.

When I showed this information to Skaia, at first he didn't see much in it. "shouldn't we focus on the sons of the son, rather than on his father?" However, lore searching is akin to mining in many ways. Sometimes, what is lacking is as important as what can clearly be seen. A shining gleam indicates a vein of gems, plainly, but there is also much to learn from the hollow vibrations given by a wall. A cavern, a lake, or maybe some weaker structure. Nothing is something in itself, especially when there *should* be something.

Indeed, why is Buqui listed as a worshiper of Nifih, while his son is not. An ardent believer in all the human gods, named a holy man and the Highest member of their clergy, yet he remains exempt from the list. His father was the last true believer in Nifih. After him, only curses and foul beasts. The question it raises is this: what have the humans of old been doing up to this point, that they stopped doing 300 years ago?

This hints of a forgotten ritual, or a destroyed place of worship. From what I could gather from the history of this human civilisation, there has been much town razing and reclaiming. Not only that, but the short-lived humans usually have shorter-lived political entities. Shifts in power, rise and fall of kings, they are all very common in the human empires. Could it be that during one of those changes of powers, something, or someplace, was lost in DateTattoed, that is now lost to the new generations?

What was it that was lost? And could it be that it was knowingly destroyed, or hidden? Are the reptilian vampires and werebeasts responsible?

The High Passion's heirs may know. A very tedious research awaits us...

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Drokles on January 10, 2015, 02:29:40 am

So, thought I'd try out this adventure mode thing.

Spoiler (click to show/hide)

```
Dwarf Fortress

Create Your Character FPS: 100 (34)

Name: Ast Ulinstagshil, *Ast Tongsfins*

Race: Dwarf, & Hero

Background:

You are a newly-minted fortress guard of the great 'Skaiamechanic' Uiledrings in Doomforests, a dwaruen fortress. Destiny is calling! You are a dubious worshipper of Ulnen Focuslesson, the god of wisdom and scholarship.

-+: Background

--: Background

c: Enter First Name

c: Tustomize Name

r: Random Name

g: Become dwarf, Q

Enter: To!

ESU: Back
```

Journal of Ast

Spoiler (click to show/hide)

```
You've finally got your equipment together, such as it is. Now it's time for action and adventure! In the rush of excitement, you've forgotten where you were going to go. A foolhardy soul might try to rescue the children that have been kidnapped. Perhaps some of your friends here have ideas.

Press Enter for more
```

Finally, today is the day! I have been recruited by SkaiaMechanic as his personal guard. What an honour! Brimming with pride today, I burst into his chambers. I flung the door open and kneeled before my new lord with my spear in hand. "I will follow you, my liege. I will do as you command. Your enemies shall meet their end by my spear!" Skaia who had at that instant just woken up and was still recovering from sleep stared at me blankly feeling no need to mask his restless fatigue, such is the intimate bond between master and servant!

"What do you want?" he asked. I answered "To follow you till the end of the world, if need be! As your loyal guard and servant I shall do as you command." "I don't think I have any guard..." At that my heart started swelling, for I recognized that this great man, who only the day before had indeed installed me as his own true and trusted personal guard, was now too humble to declare openly the state of our relationship believing that such things are best left unmentioned.

Indeed! Yesterday as I briefly looked him in the eye across the dining hall while he was in deep conversation with Taupe II, and the noise was such that one could not hear the details of their discussion, I read his lips as he said "It sure is dangerous in the fort these days". At that moment his eyes caught mine and I understood, yes, I knew I had been commanded to protect this man until death!

Deeply touched by the intimacy of our bond, which must be understood without words, tears made their way down my cheeks as I looked at him. "I understand, my lord." I rose from the floor of his chambers and left the room. Since then I have been following him in the shadows, making sure that nobody sees us openly together. At the first sign of conflict, I shall be ready to protect his life at the cost of my own if necessary.

It seems that Skaia and Taupe II have made a secret chamber for themselves. It took me some time to locate it, but it was enough to follow the one they call Minion. I have heard them speak of beasts of the night of various forms. They have struggled to do research on a particular subject of great interest to them. Human gods, ancient curses. The hamlet of DateTattoed seems to be the centrepiece of all this evil. I know the history of the fort well enough to understand that we have suffered many afflictions of that kind. Do Skaia and the others mean to say that DateTattoed is the nesting place of this evil?

Suddenly it occurred to me that they were aware of my presence. Of course! How presumptuous of me to think that I could sneak up on the great SkaiaMechanic - he was expecting me to follow, to be listening to him and the others! Of course, this is his way of admitting to me the difficulties he faces and the ways in which I can lend myself to his cause.

Indeed, he understands me better than any other dwarf. What a master I have! I listened to them for a while until with a sigh of resignation Skaia admitted that "If only the road was not so long, if only we didn't have such essential duties here, we would be able to go and see for ourselves." I burst loudly into the room knowing that this is the response my master wanted to hear. "I understand, master! I WILL GO!" The men in the room apparently were so overtaken by my resolve that they were in fact frightened by it, for they seemed to recoil into their chairs as if my presence was an utter surprise to them.

"Who are you? GET OUT!" Skaia shouted at me. With a knowing wink I smiled at him sadly, for I knew this would be my last encounter with this great man for a very long time. "I shall, believe me, I shall..." With that I left, and I have not seen my master since then.

00C:

I want to do a bit of adventuring to see what's going on in DateTattoed. It may be a while before I actually go there, or I may just go there directly, depending on what Taupe and the others write. I have no idea how to play adventure mode though, should be fun.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Dark One on January 10, 2015, 05:02:05 am

Journal of Dark One

15th of Galena

Finally Osp is dead, and this madness has come to pass. Voices ceased, and I can think more clearly. He was trying to alter them all the time, but now it's over. I see what a fool I have been. Now I know that Geshud never loved me, that I have been just a tool. Even though the vampire lord died, a few questions remain. Why have they chosen me? What was the source of the voices, when I heard them before even meeting with Geshud? What was the vampires true goal? Why the nightmares haven't ceased when Osp died? I should never know. Many dwarves have been freed from similar curse to mine. I think they blame me for this madness, but we all were under Osp's spell. Good that I've been strong enough to break free from it in the last moment, and stopped many disciples from helping him get out of his prison. Smunstu really helped me. His brew allowed me to change my voice to the one similar to possessed. But when doing my speech, I felt weird. I felt strange, mystical energies flowing within my body, that there is something good in praising The Light Of Glory, even if I know it doesn't exist. I don't know what to think about it. The whole situation also shows that cults can be dangerous. Scare dwarves a bit, and they start worshipping vampires. Engrave giant serpent in the meeting hall, and they turn in favor of the beast trying to kill us all! They must focus on our dwarven gods, or they would become mad! I think that fortress needs a spiritual leader. The overseer is a wise dwarf, but many question his sanity, even when the elven paranoia ended. I must talk with him to take the title of Archbishop, and build a chapel for our gods. This would help many mourning their dead. This would be a place where one could feel better by being one with their god. I must talk with Mate the 888th quickly. I only hope that he'll forgive me the vampire cult.

Another nightmare with Osp, but this time somehow strange:

Darkness, middle of the night. I go out of my room, and move the corridor towards the meeting hall. Eerie light-blue glow emanate from it. When I enter it, I see dark disciples praying to Osp, who took his spiritual form. I see the ranger Skazul, or was it Stakud? coming from the other part of the fortress. Disciples take him, tie him to the wall using green glowing chain. They call him a mayor! Osp opens his eyes, and speaks to me:

- Dark One! I knew that you'll betray me sooner or later, but since you've been useful to me, know my mercy. Stay out of my plans, do not disturb my disciples and you shall live, maybe I'll bring you Geshud back!
- *Osp looks into my eyes, cold chill goes up my spine as he reads from my soul*
- I see that bringing her back won't be necessary! The voices are gone, and this should be enough for you!

As he speaks the last words, explosion breaks the ceiling and the beam of light burns disciples to ashes, frees Skazul showing also his ture form, Iamblichos. Osp looks frightened. And then, a being composed purely of mystical energies appears.

- I am The Light of Glory! Once forgotten, now brought back alive! Listen to me Dark One, as in your wisdom and by pure luck, you gave me my "life" again. Take position of Archbishop, build a chapel to your gods and memorize me within it. I give you my blessing. From now on, you are out of the vampires influence. Blessing also grants you safety from supernatural elements, as from now you can detect powers flowing within the realms, and banish darkness, making its servants weaker. Use this blessing to find a good place for a chapel, but be aware of the dark disciples. Osp can not bring you death of soul but death of body still can be brought to you!
- *Beam of light flows within me, Iamblichos escaped when the speech of unknown force began.*
- I am the Dark One, servant of The Light Of Glory, and Archbishop of Doomforests! Beware foul creatures of the night preying on the helpless, as the light flowing within me can banish the darkness of your souls!

I woke up in the middle of the night, feeling sudden rush of refreshing energy. What if it's all true? What if by using trickery I attracted forgotten by sentient beings force? And Skazul is Iamblichos, the spirit of dead gemcutter? I can sense him moving in the darkness, followed by dark disciples and out of sight of innocent citizens. I must ask the overseer about being a spiritual leader of Doomforests, and ask Iamblichos if there is any way I can help him. This is also a good moment to give Taupe's books back, and talk to Smunstu about The Light Of Glory.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Drokles on January 10, 2015, 05:44:07 am

Quote from: PsychoAngel on January 09, 2015, 04:51:55 pm

Oh, by the way, guys.

I might want to come back for a second turn. Psycho II is going to have a different focus for his reign, but it will still be guite the show, should the fort survive 'till his arrival.

Done.

I hope I wont regret this...;)

On an unrelated note, it's interesting how these days, whenever someone signs up for a turn they write something like "In case the fort is alive by then."

Journal of Ast

In my excitement to begin my adventure, I appear to have gotten myself stuck in a tree.

Spoiler (click to show/hide)



Uh...

Spoiler (click to show/hide)

```
Where would you like to move? (/* to view other pages)

a — Hold Snow-covered willow branches (NW)

b — Hold willow trunk (West)

c — Hold willow trunk (SW)

d — Hold Snow-covered willow branches (Here)

e — Hold willow trunk (East)
```

Armok help me... One leg at a time..

Most folks at Doomforests seem not to be well-versed in the location of human settlements. DateTattoed could be anywhere... Spoiler (click to show/hide)

```
    9: You: Can you tell me the way to Datetattooed?
    1: Shorast Uslanrur, Merchant: I don't know myself, and I don't even know is anybody that could tell you.
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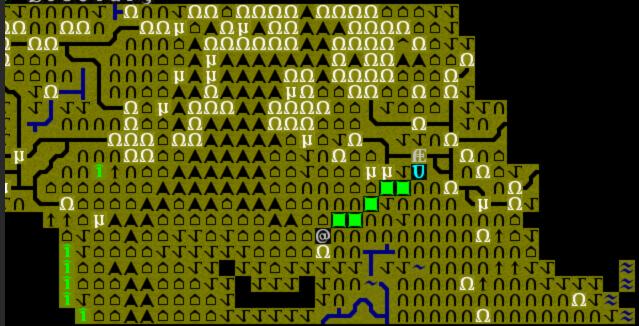
I have decided to go look by myself. I will go to a nearby human town and ask around. Surely someone there will be able to guide me. But first I need companions to guarantee my safety. Where is the entrance to Doomforests? Why is so much equipment littered here on the ground? I guess I'll help myself to some of that...

Outside the fort I can only find a marksdwarf in a conversation with a wrenman who keeps insisting that "in a time before time somebody attacked somebody". Were you there wrenman? How can you possibly know about a time before time, you charlatan. I attempt to recruit the marksdwarf, but he simply tells me that death is all around us and it is truly horrifying. Welcome to Doomforests, marksdwarf.

Found one of the refuse stockpiles which, in its own way, chronicles our proud history. Sane dwarves should really just walk away from here once they see this at the entrance.



Spoiler (click to show/hide)



Well, entrance is locked. Didn't manage to recruit anyone. Let's just go to this human hamlet and ask around for DateTattoed, maybe someone will want to take up my cause with me. They seem to have settled in the middle of dwarven lands, so they must be good folks, no?

Slowly trekking across the snowy landscape has led me near to a dwarven encampment. On my way I found some dwarves huddled together in a small camp. They were asleep and so I didn't disturb them. <u>Spoiler</u> (click to show/hide)

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<u>~~~~~~~~~</u> There are actually lots of those camps, why are they camping so close to a dwarven outpost?

Whoah! Dwarven skeletons?



Did they die in the outpost? WHY ARE THERE DEAD DWARVES IN A DWARVEN TOWN.

Time to jump this wall and find out.

Spoiler (click to show/hide)



There's nothing there, not even any dwarves. The town is just a rectangular plateau with dead dwarves on it... No trapdoor leading downwards even.

I don't even know, let's just get out of here.

Finally made my way to the hamlet "Dawnbore", the only human encampment I know of in the Rapid Hills. Spoiler (click to show/hide)

Let's see what's in the center of town. Nothing much going on here...

you feel uneasy.

Oh, there's a human crossbowman here. He's greeting me, how interesting! Maybe he wants to go on adventures with me \dots <u>Spoiler</u> (click to show/hide)



- How are you feeling today, human?
- You must yield!
- How do I get to Datetattooed?
- You must yield!
- Um.. Can we just..
- You must yield!

Spoiler (click to show/hide)

You stab The Human Crossbomman in the left upper arm with your spear, tearing the muscle through the large hemp plant fiber cloak!

An artery has been opened by the attack!

That escalated quickly!

It is **hard** making friends!

Spoiler (click to show/hide)

. @. . .

In hindsight, he should probably not have walked up to me before attacking. After stabbing him with my spear just once he quickly stopped putting up much of a fight. In the end he left no mark on me whatsoever.

I decided to loot him and leave the area before being assaulted any further.

I found a spearman, Isman Uxenumac, who could give me directions.

Spoiler (click to show/hide)

You: Can you tell me the way to Patetattooed? Isman Uxenumac, Muman Spearman: Patetattooed is far to the northeast. Lyou receive a detailed description. There is a great keep there named The Mint Tower.

He talks about the Mint Tower, what is that? I wonder if Taupe and the others know.

- Isman: To be honest, I've never been there, so I don't even know what it looks like. Anyway, I don't know why you would want to go there. That area is infamous for its night turnings, you know?
- Me: My business is unfortunately highly confidential, human. I would otherwise share my troubles with one so polite as you. I thank you
- Isman: Don't mention it, just don't get yourself raped by a cave fish man weregopher wampire. I would like to believe in your safety, but you have a worrisome stench of death about you, where are you from?

- Me: Doomforests.

The human stared at me in disbelief at this point.

- Isman: Doomforests! That place is famous for being an absolute hell hole. Look, my cousin is a trader, he tells me he absolutely hates going there, in fact he doesn't earn money from trading with you clowns, he sells his witness accounts of the place as court entertainment! The amount of torment you dwarves can withstand in your fortresses is admirable.
- Me: WELL AT LEAST YOU WONT GET ATTACKED BY BANDITS OUT IN THE OPEN WHEN YOU'RE IN DOOMFORESTS.
- Some Dwarf Marksman: Doomforests, you say? What brings you out here, cousin?

A female marksdwarf approached us and introduced herself as Litast Arbanurdim.

Spoiler (click to show/hide) 1 🛛 🗶 (50)

Litast Arbanurdim

A short, sturdy creature fond of drink and industry.

She is fat. Her very long hair is is dark brown. Her eyes are bronze. braided. Her hair is white. Her skin

- Litast: Last I heard, you had a pretty serious werebeast infection in Doomforests.
- Me: Our forward thinking overseer at the time devised a way in which werebeasts can live in peace with other dwarves by utilizing the mysterious magical properties of soap!

As I said this my chest rose slightly and I eyed the human from the corner of my eye. To my disappointment he was smiling wryly. - Isman: But the werebeast Ast, whose name you share, and her close friends in the caves were slain by Snustrok the snail, no?

- Shit! I didn't realize stories about Doomforests were already the subject of ridicule amongst the humans. I am so embarrassed, if he was an elf I would have killed him!
- Litast: A snail! How did you git rid of that one?
- Me: Aye, and a dreadful beast. I was told that it had powers of unnaturally fast recuperation! It took our proudest military dwarfs of "the Kinetic Swans" to get rid of that beast. And even then its blood was cursed, so that anyone who touched it would see his body rotting alive! You humans have no idea of what lurks under the mountains - but for us this is how Armok says "good morning"!
- Litast: Terrible indeed, the humans have no idea...
- Me: Indeed! Why on that same day another great beast appeared, this one a goat with external ribs and an icy breath that would freeze everyone in sight.
- Litast: Surely, that could not have happened in one day.
- Isman: It is in fact the truth, lady dwarf. This is exactly the story our traders have heard.
- Litast: Then, how did you get rid of this new beast?

The stories I could tell of Doomforests went on for a very long time. Even the human did not know the details, it seems, and his tone changed to a more sympathetic one towards the end of our conversation.

- Me: So, after the Goblins killed the goat, the vampire killed the goblins, and the roof crushed the vampire we started wondering if our fort was somehow particularly hated by Armok or whether there were other ancient curses making their mark on our fort...
- Isman: I have other matters to attend to. It was a pleasure meeting you dwarf. I shall always speak favourably of the... Inexorable will to survive shared by your kind.
- Me: There will be more stories for your traders come next summer. How about you, Litast, care to join me on my quest to Datetattooed?
- Litast: I shall join you for I am convinced that you will otherwise die. But you had better bring me glory!

And so we went on our way.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Drokles on January 11, 2015, 10:29:41 am

Just found out about this recently, but it has helped me enough to be a worthy mention on the front page Ouote

For playing and chronicling your turn at the same time I recommend using Monosnap (http://monosnap.com/welcome) as the most convenient way of uploading screenshots. It's fucking awesome, guys.

EDIT: Anyway, while we're on the subject of the front page, are there any changes you'd like to see? I could put in the effort to catalogue turns better and even things such as journals, if you want me to and think it would improve readability.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: PsychoAngel on January 11, 2015, 01:02:42 pm

As far as the OP goes, I'm cool with whatever is necessary, really.

"The mysterious magical properties of soap" really got me, Drokles. That was great. :P

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Iamblichos on January 11, 2015, 01:24:05 pm

Drokles, you made my day; that journal had me LOL'ing. I'm cool with whatever on the first page as well. I will check out the screenshot editor.

As a timely warning, there's a thread in the General Discussion section:

http://www.bay12forums.com/smf/index.php?topic=147183.0

That says that DFFD is either shortly going away or (at the very least) changing its hosting. We should plan now to avoid interruption. Does anyone on the thread have hosting capabilities for saves?

EDIT: Apparently I am horribly addicted to semicolons.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Drokles on January 11, 2015, 02:21:05 pm

Quote from: PsychoAngel on January 11, 2015, 01:02:42 pm

"The mysterious magical properties of soap" really got me, Drokles. That was great. :P

Your legacy lives on, soapy one;)

Quote from: Iamblichos on January 11, 2015, 01:24:05 pm

Drokles, you made my day; that journal had me LOL'ing. I'm cool with whatever on the first page as well. I will check out the screenshot editor.

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Cool, thanks for feedback!

Oh, that's good to know... In fact, when I first uploaded the save, I used filedropper. I'm not sure how long they keep it uploaded, but it's very easy and requires no account.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: SkaiaMechanic on January 11, 2015, 02:26:10 pm

I think the front page looks fine, I only have a couple suggestions to make it a bit less spoilery.

For the summary of the year 1055, take out "this allowed one doctor to survive." Also after "A goblin becomes Minister of Agriculture." change the summary to "Also, there was a battle royale between the goat, a goblin seige, a minotaur, some crundles, and two crazed vampires."

For 1056, say something like "Conspiracies, Cults, and Crazies. Mate888 takes back the fort and fights off the Elven Menace while everyone else sits around reading history books."

Also, for Taupe's huge quote near the end, take away everything after "nicely at the end..." So the bullet points and final paragraph, except the first sentence of the last paragraph.

That should be enough to draw people in while saving the shocks for reading the actual story.

EDIT: Your journal is awesome, Drokles. Looking forward to hearing the adventures of my new stalker personal soldier.

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem! Post by: Drokles on January 11, 2015, 03:17:18 pm

Quote from: SkaiaMechanic on January 11, 2015, 02:26:10 pm

I think the front page looks fine, I only have a couple suggestions to make it a bit less spoilery.

For the summary of the year 1055, take out "this allowed one doctor to survive." Also after "A goblin becomes Minister of Agriculture." change the summary to "Also, there was a battle royale between the goat, a goblin seige, a minotaur, some crundles, and two crazed vampires."

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That should be enough to draw people in while saving the shocks for reading the actual story.

EDIT: Your journal is awesome, Drokles. Looking forward to hearing the adventures of my new stalker personal soldier.

hear that you die a lot in adventure mode, so first off I'll just gather loads of companions and see what happens.

Done. Your edits are very reasonable, and I agree we should not spoil this great adventure for future readers.

Actually, I'm having loads of fun in adventure mode. There's something incredibly immersive about this world now that we've created together that I now get to explore! Ast will make his way slowly towards Datetattooed, but I think that it would be good not go there too soon. I know Taupe has plans for slowly revealing more and more details about his findings, and I certainly don't feel like I'm in a hurry. I

Title: Re: The Killing of Doomforests Vampire Lord - No military? No problem!

Post by: Taupe on January 11, 2015, 10:54:32 pm

Speaking of consistency and Original posts, I would keep a more stable form for the title. "The fate of Doomforests: xXVague quote describing the current yearXx. This keeps interests in readers and present the thread as evolving and updating, its a good way to figure out if a new turn is happening, but the consistency of the early text makes it easier to locate for readers. It also prevents spoilers for peope eading "the killing of the vampire lord" before they know a vampire lord is there.

Skaia's edits are kinda cool, and go in the same direction. We want to generate interest and puzzlement, without giving out the details and surprises of each turn. Psychoangel's turn description is perfect in that sense.

* * *

Research notes, part 3

A human caravan stopped by, carrying with them a message from our brave adventurer, Ast, out in the world to bring answers. He speaks of a new companion, and hints at dateTattoed being to the northeast. The only thing he learned beside a general destination was the name of a famous site, the Mint Tower. The biography of the High Passion contains this relevant passage:

"It had become routine for servants of the faith to erect a new cathedral after the town had been swept away by disaster. And the eldest son of Father Buqui rose to fame by commissioning and overseeing such a work. Thus in 755 the Chapel of Charming was finished, standing over the ruined and mazy tunnels that once were the Lovely Temple. By this time, the archpriest Surprisewebs had already been named High Passion for two years. He formed the Strapping Fellowship, which ruled from the Chapel.

In comparison, the Mint Tower was a keep hosting the royals of DateTattoed. Erected in 160 when DateTattoed was founded, it endures to this day still, altho history books and painting from the 7th century make it clear that the Mint Tower was dwarfed in beauty and design by the Chapel of High Passion Surprisewebs."

755... That's 6 years before the appearance of the first wereantelope in the world. The notes mention it was born in DateTattoed, in the Chapel of Charming. And in the middle of those two key events, the Chapel of Charming also led to the birth of a reptilian vampire. A cave Fish vampire rose to power from there in the year 768. Around this same decade, three more vampires are noted in Osp's journal, for they joined the ranks of the nght creatures in DateTattoed around this period.

The list goes on. In 771, the Chapel birthed a serpent man vampire. In 772, a cave fish woman also took a taste for blood in the chapel. The next curse appears in the timeline in 800. I had to stop there and consult another book. A genealogy book by an old historian named Keanu Reaves, chronicling the various people in the society of Scrubbing civilisation that seemed never to age. Two such candidates for vampirism are detailed in DateTattoed during those three decades inbetween curses. There is also a mention of someone else suspected of being a bloodsucker fleeing to the Mint Tower in 793.

In 802, the High passion is replaced as active ruler in the Chapel of Charming, due to health concerns. He dies three years later, in 805, having been high passion for half a century. The Chapel makes another reach for infamy before he finally dies, and a Skunk fiend is born in those cursed halls a year after the leadership switch. The new ruler will only last 6 years, before vanishing mysteriously.

By 820, three new vampires have joined the dark ranks of the Chapel of Charming. Skaia made a remark about the strange and foreboding connection that this name reveals. Nifih was a Goddess of charm, fertility, and birth. Her chapel was dedicated to the idea of Charm. One of the greatest powers known and wielded by vampires, as Osp's visit was quick to demonstrate. In less than two seasons, half the fort were willing to elect him mayor, a feat he accomplished with his dark gifts, without even meeting his preys in the flesh. In the Chapel of Charm, deceitful killers are birthed, and conspired together.

* * *

Research notes, part 4

According to all the books Skaia got from the human traders, both the Mint Tower and the Chapel of Charm still stand to this day. From what I can gather from an old book on human nobles, prior to 755, DateTattoed was a typical human settlement, prone to attacks, raids, infighting, civil wars, you name it. night trolls, the various wandering minotaur, some warring with dwarven renegates, or dissident mercenaries making a move for the throne. Governments rose and fell like one would assume from a human civilization. Humans are short lived, greedy, and quite harsh and ingenious. Power struggles and succession wars will inevitably lead to new rulers, new groups, new banners, new names, all the time.

Things become different after High Passion Surprisewebs takes over. Despite being a holy man, creator of the greatest cathedral to grace the continent, neither he nor his followers were ever declared a true worshiper of Nifih. Whatever he found in the ruins of the old cathedrals, he used for dark ends. I believe the Chapel of Charm is a cursed building, created to serve a dark purpose. It is the focus of a vampire-creating ritual. Most groups leading from DateTattoed died or were overthrown after a few decades. The Strapping Fellowship, often called the Clean Fellowship, has been in place for over three decades, and still rule DateTattoed.

Why? Because they are all vampires. The Mint Tower, Failnights the legendary and dreadful sewers, the Chapel, even the old labyrinthine catacombs, are all crawling with bloodsuckers. there's not even a doubt that every important dude over there, be it king, bishop or mayor, is a vampire. Most of them were born from the reign of High Passion Surprisewebs, while about twenty more are known to be created since his "death". Getting rid of this secret society of night stalkers and reptilian vampires may be an impossible task, but... at least now we an put a name on our real foe. The Strapping Fellowship. Their current leader is known as Pilat Rulepoem, altho that could be any of the old rulers under a convenient name meant for the history books and the faraway nobles. Pilat could be High Passion Surprisewebs himself, for all we know.

I must admire Buqui's son, for in his own twisted way, he did manage to solve political instability in a human settlement, while also ensuring it would never fall to hostile hands.

Yet I must also curse him, if more curses can still befall such a man, for one of those hostile hands is our own. Ast, who is heading there as I write. It is too late for a letter to reach our brave adventurer.

Armok have mercy on his soul.

* * *

Spoiler: OOC NOTES (click to show/hide)

That's right people. we are up against a cult of vampire illuminati reptilians.

The plot thickens.

Title: **Re: The fate of Doomforests - now without spoilers** Post by: **Iamblichos** on **January 12, 2015, 02:30:26 pm**

Journal of Iamblichos

30 Galena

Osp's final blow has proven a fearsome one; some days I think it may yet prove fatal. I am enslaved to my office. I spend all day in meetings. I meet with traders, I meet with bookkeepers, I meet with the smiths and artisans. I meet with the miners to document where they mine; I meet with the woodcutters to count the trees they cut (bloody wanking Elves and their tree-counts.... faugh).

I also get dragged into every grudge, odd idea, whim and bit of trivial speculation in the fortress. Last week Melbil and Toklud disagreed about who made a particular table in the dining hall. The maker's mark was only visible when it was disassembled. What better time to take an entire table apart than early in the dinner hour? Having upended and pulled the pediment off the table, they took a rubbing and came knocking at my office, looking for records of which artisan used a mark of three strikes across an anvil. I reminded them that the records for the early days of the fortress were lost, along with all of its inhabitants except Taupe, during the Snail-Goat Incident. No word on who finally ended up having to (re)assemble the table. This is how I spend my days.

My course of action is clear. I must speak to Taupe. The past few days have shown me any plans I had for the near future are impossible; I can barely get time to facet a stone, let alone locate obscure ingredients and perform lengthy rituals. Perhaps the good doctor can shed some light on what Osp was, that a simple vampire should display such immense and shocking power.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Dark One on January 12, 2015, 05:11:52 pm

Journal of Dark One

Since my dream about the light of glory I can feel the presence of Osp, deep in the bowels of earth. Lately I spend most of my days working in forges, nights following dark disciples, and any sparse time I have helping dwarves mourning their dead. I've seen lots of suffering since my arrival in Doomforests, and there is much more to come. I don't even write down dates in my journal anymore, as it is nothing of importance. If future generations of dwarves ever finds my writings they'll call this madness, as I am calling it right now. Last night I finally decided to give Taupe his books back. When following a dark disciple, I left them on the floor, and knocked to his room. I don't know if he found them, as I had to go quick. I don't know who the dark disciples are. They are secretive, and work out of sight of many dwarves living here. Am I the only one aware of them? When they meet eachother in the dark hallways, they don't talk but communicate by gestures. If I'll be able to decipher the meaning of each gesture, I would be able to infiltrate them. I still haven't talked with the overseer about building the chapel. I am afraid to do this after the vampire cult. One day, the chapel would be built. For now, I teach dwarves in the meeting halls.

The lessons of Dark One

Once in the wealthy and prosperous fortress of Hallglazed, the pride of dwarven civilisation and worst enemy of goblins and elves, young dwarf stood in the great cathedral carved in granite rock and ornamented with gold, sterling silver and cobaltite. Young one confused after seeing the shrines to the gods of misery and death approached the Archbishop and sked:

- Why do we pray to the gods of misery and death? Do we want them to approach our fortress?
- No young one, we pray so death and misery shall avoid our settlement!

Decades of prayers have passed, and the same young one has taken the role of Hallglazed's overseer. But he wasn't strong in his faith. Blinded by his greediness, he saw in praying only a waste of time that could be spent in work. He ordered the cathedral to be sealed off. The same old Archbishop tried to stop it, so the overseer ordered to seal him inside.

Months have passed since sealing the cathedral. Suddenly the wall built to seal it was broken, and a werebeast came out of it. The gods of death and misery decided to take their revenge, so they cursed the Archbishop. The werebeast in its lust for blood slaughtered each dwarf, leaving only the overseer. Soon he went stark raving mad trying many ways to kill himself, but none of them worked, as the gods of death and misery cursed him with the burden of immortality.

When the Archbishop returned to his dwarven form, he was taken by his gods, to watch the dwarfkind so this could never happen again. The mad overseer ventured into the caverns, and it is said that to this day his terrifying screams echo within the bowels of earth. Hallglazed once a prosperous and wealthy fortress, now only ruins haunted by ghosts that torment each brave or mad enough to approach its halls.

And the lesson ends with words:

Pray to the gods of death and misery, as you never know when and how your journey over the mortal plane would come to end.

Title: Re: The fate of Doomforests - now without spoilers
Post by: mate888 on January 12, 2015, 07:03:00 pm

Well, my silly body decided to get sick and make me vomit my soul off. So there may or may not be an update tomorrow.

Title: Re: The fate of Doomforests - now without spoilers
Post by: SkaiaMechanic on January 12, 2015, 08:24:03 pm

Journal of SkaiaMechanic

2 of Hemetite

Strangest thing happened recently. A few days back, a random new recruit barged into my office declaring that I had made him my personal guard. Completely stupefied, I told him I had no such guard and sent him away. A day or two later, while in the secret library with Taupe and Minion, he jumped out of the shadows and declared himself to be at our service. Surprised again, I yelled at him to get away. It was only today that I realized that however that a mistake was made, that I could have used him more effectively. Normally brokers don't have a personal guard. Why would they? It would have to be a crazy situation, like if the traders had the chance to be affected by a wereantelope curse and I was the one lucky enough to stand closest when they turned. But really...what are the chances of that?

...I doubt I'll hear his name again, but I hope this new Ast gets home safe. This is why I detest doing politics. I excel at managing numbers, not people. I need a drink.

Research Notes: Part 1

I've been helping Taupe out with his research. Now I don't know as many languages as fluent as he does, but as a trader I can get the gist of most passages, and point them out if there's something that stands out, especially regarding Datetattooed.

But he's the one putting that together, most of the connections go over my head. It appears his research is proving fruitful, as he finds secrets within secrets.

Instead, I'm using the opportunity to learn a bit of history about our civilization and its interactions with others. Of course, Taupe's using all of the new books cross referencing each other, so I'm stuck reading up on the books that were already here before Taupe the First became overseer. If I have an idea what I'm talking about, the traders will presume I'm smarter all around, and thus more likely to lean towards my prices on our trade goods. Plus, asking Taupe to translate a passage now and again has really helped me brush up on the different dialects of Elven and Human.

So if anything sticks out that I want to memorize for later, I'll write it down here.

So our civilization, the Town of Stroking, has several main deities, other than Armok Himself, of course. The first one I come across is a dwarf god who personifies persuasion, poetry, inspiration, painting, and strength. An artist with the muscle to spare when times get tough. His name? Bobrur the Wonder of Libraries. How fitting. The other gods worshiped by our nation are interesting as well. Mostly dwarves with power unimaginable, but also two animal gods, both of them birds. The Cave Swallow deity Odur the Beard of Periwinkles, whose domain covers all the animals in the world, and the female Peregrine Falcon deity Emuth Towercopper, who represents Earth and Mountains, the Body of Armok.

We are a nation of over 4100 Dwarves, with logs of various animals as pets, but also one Forgotten Beast Outcast. While I cannot find more notes of this creature, I found it shocking that there even was such a thing. What kind of unholy abomination of the deep joins a Dwarven nation after being exiled from (fleeing?) their own kind. FBs are normally hostile on sight to one another, what does one do to be outed by the rest in general?

I found a more disturbing fact later. The exiled Forgotten Beast...was known to be in the location now known as Doomforests.

Was it the Snail? The Goat? Or is there something else in the depths, waiting to be uncovered? Will we ever know?

Our history of wars was interesting as well. Specifically, until the year 1050 no dwarves of any nation had even entered any wars, being a strictly pacifist race, well, politically speaking at least. But on the year that founded Doomforests the goblin nations started attacking our sites. At first I thought it was a mistake, that we just didn't have any information on the Old Wars, but I found plenty of info on the other races. It would explain how in just one year, 1053, the goblin nation The Frilly Plagues took over 10 of our sites at once. We were completely unprepared for the attacks. How long had they been preparing? It is the same group of goblins who have attacked Doomforests in recent years. Our Sister Nation, the Urn of Paint, started their war with these goblins when an Elf residing in a Goblin Conquered town crucified a dwarf. And so began the War of Crucifixion for them, and The Steamy War for us, that continues to this day. It appears that these goblins were content fighting elves for the past 500 years until 1050, when they appeared to have a civil war, overthrowing their demon overlord that had ruled them for a millennium.

Of lesser note is the other Goblin Tribe, The Nightmares of Warmth who have also declared war against us, but have won no battles or conquered any sites.

And yet, even with a race as savage as Goblins, I personally feel that these attacks are nothing more than their attempts to send a message to not get involved in their current wars. Doomforests is the farthest south the Town of Stroking has ever established a base, while I think the goblins are trying to dissuade the dwarves by sending a few attacks, to prevent having to fight a war against three races at once. They have their hands full fighting Elves, with Humans not helping matters.

As a race though, we must not be intimidated by these strikes. They are desperate, fighting a foe that outnumbers them 8 to 1. The Goblin Capital for the The Frilly Plagues known as *Fishwraith* has a grand total of around 900 goblins in one site, with various 100 count camps around it. In comparison, the Elven capital *Thinnedbucks* for the Lions of Leading is home to over 8500 elves. By my research, this is by far the largest city in the world. Their nation has over 11,000 in total, with enough Grizzly Bears to provide one to every elf and still have leftovers. But their ages-long war is now one of attrition. The elves will win, and the goblins are fleeing, flanked on many sides by two nations of elves and one nation of humans. This is likely the nation our two goblin residents are from.

The other Goblin tribe, the Nightmares of Warmth seem rather content to hide in their Dark Fortress *Terrorsplattered* in the south with over 1300 of their kind. This may seem impressive, but considering they have almost no other sites except that fortress it's nothing. Their demon ruler was overthrown many centuries ago in 435 by humans and ruled by human kings for over a century. They've overthrown those captors of course, but the power gap was fought over by many. On top of that, The Lions of Leading have killed almost 30,000 goblins from this tribe alone since their demon ruler was toppled. (Not being able to attack back, losing two goblins to one elf, they killed 25,000 humans instead.) They have been rendered far too weak for any expansion now.

Will any of this help in battle? Not likely. We'd need to kill them the same way if they were just hungry and wanted to eat us rather than running from the most powerful nation in the world. But knowledge does help alleviate any thoughts that Armok cursed the Dwarves ever since Doomforests was founded. The events in this world have been leading up to this for a long time. Doomforests is simply the capmark of the new millennium.

There's so much to go over, and I'm still waiting on checking the newer books Taupe is reading up on. But enough research for today. As a closing thought though, it's probably lucky that if Ast were leaving anyways he got out when he did. I wouldn't be surprised of another goblin siege within a week.

Spoiler (click to show/hide)

OOC Notes:

I had the luck to get to a computer to run DF on, but it doesn't have any way to unwrap the file from the end of Taupe's turn, and I couldn't install anything to unzip it with. So I'll wait until Mate888 gets the save up before I do more research, to make sure it's up to date.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Taupe on January 12, 2015, 09:18:20 pm

Research notes, page 5

I searched for more information, but found nothing to carry our finds. moving before 732, with the rise of High Passion Surprisewebs reveals nothing out of the ordinary for a human society. Moving foward after his death feels... simply.. wrong... like if most scholars are afraid to mention anything out of the ordinary, or are writing flat out lies. And most importantly, there seems to be a whole bunch of silence and nothing about the nobles and the history of DateTattoed after the creation of the Chapel of Charm.

It's to be expected, really. Vampires would definitely not let anyone live if they spoiled too much sensitive information. Whatever the details of their webbings, it's clear that unless I get more leads from elsewhere, those genealogy books are not useful to me. Skaia is doing a good job of mapping out the evolving wars with the goblin tribes, and even came up with a good explanation for why they actually happened. Her research appears to be slowing down, so I'll pass on the latest books to her. She was the one who managed to aquire them in the first place.

Speaking of books, someone returned some volumes near my bedroom door. Who took them? I don't know. I wish I did.

* * *

Research notes, part 6

Since I'm out of leads, I decided to study the aftermath of Osp's stay on the local residents. By digging out a few small holes in key locations, I plan to spy on the strangest residents of this fort. Finding out who is secretly conversing with my minister of Agriculture would be a good ste foward. I've also noticed strange veiled dwarves wandering the halls past normal hours, but couldn't follow them without revealing my presence.

Cursed as he may have, Osp does present us with a good way to study the effects of a powerful vampire on the minds of a population. This is the kind of details that could save lives, should we need to unravel the complex web of politics, charms and lies that plague

DateTattoed.

Meanwhile Skaia is researching a peculiar forgotten beast, one who apparently defies the non-existent social norms of its kind. Wether weapon or doom to our fort, any information she finds would be beneficial should this strange creature visit us... Or should we be unlucky enough to unseal it by digging in all the wrong places...

Title: Re: The fate of Doomforests - now without spoilers
Post by: mate888 on January 12, 2015, 10:24:55 pm

Maybe the forgotten beast that "joined" pur civ is the one-eyed snake that is swimming in the caverns killing troglodytes and crundles. After all, it does not seem to be interested in entering the fort. It still appears as "Uninvited guest" in the unit screen, so maybe the beast that joined our civilization is somewhere deeper in the caverns. We may never know.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Taupe on January 12, 2015, 10:39:06 pm

It doesn't appear interested because out of the two entrances I left to the caverns, one is an indestructible artifact locked door, and the other is a solid 6 foot thick concrete flooring.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Drokles on January 13, 2015, 03:09:30 am

Guys, we now officially have loads of views: Spoiler (click to show/hide)

The fate of Doomforests - now without spoilers « 1 2 3

Drokles 9120 Today at 04:39:06 am by Taupe

Title: Re: The fate of Doomforests - now without spoilers
Post by: mate888 on January 13, 2015, 11:30:06 am

t by. Illateooo on January 13, 2013, 11:30:00 am

Quote from: Drokles on January 13, 2015, 03:09:30 am

Guys, we now officially have loads of views: Spoiler (click to show/hide)

The fate of Doomforests - now without spoilers « 1 2 3 ... 31 »

rokles constant

Today at 04:39:06 am

IT'S OVER NINE THOUSANDS!!!!!!

vav for references

Title: Re: The fate of Doomforests - now without spoilers
Post by: SkaiaMechanic on January 13, 2015, 12:34:18 pm

Old memes aside do you think you'll be able to complete your turn in a week Mate? You produce good work, so I don't mind giving more time, but you're only halfway through the year, so projections put you at another two weeks. Either way I hope you feel better soon!

Title: Re: The fate of Doomforests - now without spoilers Post by: Drokles on January 13, 2015, 12:51:07 pm

Yea, we agreed to extend for a few days, but to be honest I thought you only needed enough time to make up for being away for the weekend. If you are too sick to play, then there's not much we can do about that. But if that's the case then I think you ought to pass along the save, since Salmeuk has already waited long enough for his turn. Otherwise please finish on Friday and then pass along the save.

Get well soon;)

Title: **Re: The fate of Doomforests - now without spoilers** Post by: **mate888** on **January 13, 2015, 03:05:22 pm**

Quote from: Drokles on January 13, 2015, 12:51:07 pm

Yea, we agreed to extend for a few days, but to be honest I thought you only needed enough time to make up for being away for the weekend. If you are too sick to play, then there's not much we can do about that. But if that's the case then I think you ought to pass along the save, since Salmeuk has already waited long enough for his turn. Otherwise please finish on Friday and then pass along the save.

Get well soon;

Nah. I'll survive. I'll try to reach winter in a couple of days and if I don't get there by the 15th I'll just post the save.

Journal of Mate the 888th, overseer of Doomforests 6th of Limestone

The greenskins are busy chasing a duck, so we have enough time as to completely seal the fort.

I... I could understand that some particularly stupid or sadistic trolls or goblins wanted to chase the duck and kill him, but not the *entire* army. Stupid greenskins.

7th of Limestone

Spoiler (click to show/hide)

Obok Othbemudib has grown to become a Boar.
'Iamblichos II' Lolortost, Possessed Ranger has mandated the construction
of certain goods.

Iamblichos mandated 3 rings to be made. Hm. We'll give her three dwarf nail rings we found on the goblins. She'll not notice the difference.

8th of Limestone

I'll try to ask Smuntsu if he can tell his brethren not to kill us.

-Minister, a goblin tribe decided to lay siege to our fort. I need you to communicate with them so they know we are no threat to their people. What do you say?

-Grlaaargh! Smuntsu fraaarglh! WAAAAAAAAAAAAAGH!

-Oh, right. I forgot that you don't speak.

-WAAAAAAAAAAAAAAAAGH!

In completely unreleted news, I ordered the jails to be dug. Now the troublemakers will have a place to stay. And we may move the caged goblin hammerer from the kennels. His screams start to piss me off. And I'm too lazy as to put her with Smuntsu.

9th of Limestone

Spoiler (click to show/hide)
Zom Ngusluodom, Goblin Lasher
"Zom Terrorslap"
g

The goblins have quite weird naming traditions.

Spoiler (click to show/hide)



The duck ran from the trolls, dodged punches, maces, spears and arrows, then flapped his little wings and flew to a tree. Now the tree is surrounded by confused trolls and goblins screaming "WAAAAAAAAAGH!" at it.

I don't see how can the greenskins be a threat to us when they can't even kill a duck. I'm still not opening the bridges, though. Now the gobbos lost interest on the duck.

I tought that the goblins were more... Rational than kobolds... Apparently not.

11th of Limestone

While digging the jails I accidentally dug a little crack on the wall and saw the caverns on the other side. Spoiler (click to show/hide)

olm Open Space

An olm floating in the air two meters urists above a fungiwood tree and another olm climbing on the fungiwood tree twigs. I'm concerned because olms are water animals who can hardly walk outside of the water.

Spoiler (click to show/hide)



I think that the lack of alcohol is making me hallucinate.

12th of Limestone

Spoiler (click to show/hide)

A pack of dingo men decided to come and annoy the gobbos. Let's see how long they last.

15th of Limestone

Well, when I decided to stop watching at the flying olms on the caves, I say another worrying thing.

A forgotten beast skeleton.

What!?

Spoiler (click to show/hide)



And it's not any FB, it's the one-eyed snake who was peacefully murdering crundles and trogs.

It's surrounded by its own blood, wich raises an interesting question: What killed it?!

Unless the cave tribes have grown increasingly badass, I doubt that any civilized being killed it with weapons. So what killed the snake?! Is there another beast, more powerful than the snake, lurking trought the caves? Or it was just a lucky pack of crundles and trogs who managed to overpower the viper?

The caves must remained sealed. With goblins outside and unknown horrors underground, nobody should leave Doomforests until further notice.

Spoiler (click to show/hide)

Gothum Telingthining, Forgotten Beast

Deceased

Let's pray to Armok that whatever killed the snake does not know where our entrance to the caves is.

Spoiler (click to show/hide)

OOC: Yes, the duck is still alive and the gobbos can't catch it.

Title: **Re: The fate of Doomforests - now without spoilers** Post by: **Iamblichos** on **January 13, 2015, 03:40:14 pm**

Journal of Iamblichos

1 Limestone

I have had a... very strange dream. I still don't know what to make of it.

I was in my rooms as they are currently -not the cubbyhole I had for a long time, like a usual dream, but the nice mayoral suite I recently moved into after the election. There was a strange glow in the hallway outside, a soft green light that seemed cold - a deep cave-pool sort of light. It flickered.

A strange dwarf who looked very like me (the real me, not Stazul) only older, came around the corner and said "Ah! Iamblichos? Is that vou?"

I was very confused, since to my knowledge nobody here knows I have possessed the ranger - certainly strangers shouldn't know this. I reluctantly nodded, and the old dwarf said "Well, finally! You've been a very difficult dwarf to locate! I can't compliment you enough on the place you have found to live, though - the energies here are delightful!" He glanced around the mayoral suite with its beautiful golden furnishings and sniffed derisively. "Room's a bit trashy, though."

"Who are you? Are you Olnen?" I couldn't think of anything else; who but Olnen Focuslesson the god of scholars could know the things this old dwarf knew? At this, he burst out laughing.

"Oh no, no, I'm not him... No, I'm... hm. It's a bit complicated. Let's just say I'm a relative of yours and leave it at that. The good news, though, is that I have taken a very keen interest in you and what you've done here!" He smiled and gestured animatedly with both hands. "Why, it's simply amazing! It's phenomenal! We are all very excited indeed!"

I was completely adrift. "What part of... of what I'm doing? You mean fighting the vampire? Or..."

"Oh that! The vampire. Heavens, no! That was a slick bit of work with so-called "Osp", but that spirit was only mildly inconvenienced, never fear. No, silly boy, I meant the situation you have created! I haven't seen a spirit strong enough to not only survive the death of the body but to actually go and possess another for... well, it's been a long time, let me tell you!" The old dwarf actually bounced on his heels, something I had seen my own father do thousands of times when he got excited. "Oh, and I know about that silly ritual you've been trying to pull off as well, and you're a lucky dwarf indeed you didn't get that to work - leave that alone, would you? I realize that fascination with the occult runs in our family," he laughed, "but honestly you don't know what you're doing, and you're only going to make a bigger mess of things. I tell you this out of kindness, and that's not something I often get accused of!" His eyes twinkled merrily and he tapped his fingers together like a happy gnome.

"I still don't... who are you? And what do you want?"

"Well," he said with a sigh. "That conversation would take longer than we have. This is a very expensive projection! What you need to know is this. There is a... well, let's call it a game, being played between spiritual representatives of the humans and the dwarves. Each side gets a move. "Osp" was a move by the representatives of the humans; its destruction was a move by those of the dwarves. A good move! Very good. But only a move. Now... as to why I am here, Sanctumcoal wants to deal ourselves into this game, yes, very much! And since you..." The room spun around us. "Blast! Who the hell..."

I woke up to the worried face of Taupe, peering down at me. He had been shaking me by the shoulder. Something in the room smelled truly foul, like miasma. Taupe said "I came to see you as you requested, but you were asleep and making very strange sounds. Are you alright?" He sniffed and looked around. "Have you been storing cheese in here? It smells like something really spoiled."

I told him I hadn't been sleeping well, and apologized for worrying him; I hope his suspicions weren't aroused. Since the young dwarves said he was the best researcher in the fortress, I wanted to chat about recent events. I finally told him my suspicions about Osp - how Osp had disguised his spirit as that of Iamblichos (though I didn't confess to being Iamblichos myself; no need to tell everything!), that Osp summoned the serpent beast, and my strong suspicions that the spirit of the thing we knew as Osp was lurking in the deep places. He left looking very thoughtful indeed. I hope his research proves fruitful. I also can't get the old dwarf in my dream out of my mind. This new development can't bode well.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Salmeuk on January 13, 2015, 07:15:04 pm

Quote from: mate888 on January 13, 2015, 03:05:22 pm

Nah. I'll survive. I'll try to reach winter in a couple of days and if I don't get there by the 15th I'll just post the save.

Feel better, and that's as good a date as any for me to begin play. My quarter has just begun so the reading is rather light, but had we taken any longer I might have simply passed my turn. Three history courses bring about 15 books to the table, and I'm actually attempting to focus this time around.

Salmeuk has entered a scholarly trance.

I have no journal nor any strange cavern-wall inscriptions to share, but I will say this: my future reign as overseer will not be put to waste. I have plans - poorly hashed and awfully vague - but plans nonetheless.

Title: Re: The fate of Doomforests - now without spoilers Post by: PsychoAngel on January 13, 2015, 07:15:28 pm

Damn the beast's tile is "The Coastal SAP," which I misread the first time as "The Coastal Soap." Would have been ABSOLUTELY PERFECT, but nope. Sadly my dreams cannot come true. :'(

Title: Re: The fate of Doomforests - now without spoilers Post by: mate888 on January 13, 2015, 08:25:08 pm

Quote from: PsychoAngel on January 13, 2015, 07:15:28 pm

Damn the beast's tile is "The Coastal SAP," which I misread the first time as "The Coastal Soap." Would have been ABSOLUTELY PERFECT, but nope. Sadly my dreams cannot come true. :'(

Soapy sap?

Title: Re: The fate of Doomforests - now without spoilers Post by: PsychoAngel on January 13, 2015, 10:21:22 pm

Uh... Yyyyyyeaaaahhhh we'll go with that, sure.

Title: Re: The fate of Doomforests - now without spoilers Post by: Galena on January 14, 2015, 08:15:09 am

Question: Can I be added to the turn list?

Title: Re: The fate of Doomforests - now without spoilers Post by: Taupe on January 14, 2015, 08:16:34 am

Hoping to have a fort to rule by then is some master-class wishful thinking, but yes, yes you can.

Title: Re: The fate of Doomforests - now without spoilers Post by: Iamblichos on January 14, 2015, 08:55:05 am

Hey, what about me? I'm 6 turns/years away from even beginning. That's Legendary Wishing.

Title: Re: The fate of Doomforests - now without spoilers Post by: mate888 on January 14, 2015, 09:14:38 pm

Journal of Mate the 888th, Overseer of Doomforests 18th of Limestone

Iamblichos' ghost is haunting his wife (did I ever mentioned that he was an arse?) while she digs out the new jails. Good, something to stop our progress.

Spoiler (click to show/hide)

Udib

Urvad

Iamblichos

The jails are finally finished, Iamblichos has been memoralized and the goblins still have no clue on how to enter the fortress. I think I need some long holidays for now.

Spoiler (click to show/hide)



These are the new jails. For I as the only hammerer am not enough to control the people who disobey the law.

26th of Limestone

The goblins found the back entrance to the fort...

Spoiler (click to show/hide)



...aaaaaaaaaand decided to ignore it. Not like they were going to jump over the gap and to a fortified wall I built on the other side to avoid arrow-releted incidents. So, now that the goblins are unable to access te fort and are on the exact opposite side of from were the traders will come from. So I can feel safe on that aspect.

Also, I may actually try to dig a hospital for future wounded.

27th of Limestone

The goblins finally found and killed the duck. His sacrifice will never be forgotten.

1st of Sandstone

I ordered the hospital dug in Astville for easy access to water.

<u>Spoiler</u> (click to show/hide)



4th of Sandstone

A smooth growl comes from the deep, the trolls of the goblin army seem agitated by the noise, and the army starts retreating. When the dwarves trart cheering, a miner comes from Astville, screaming. Spoiler (click to show/hide)

Press Enter to close window
Good, what we needed. Another flying snail from hell. I like his name, tho. I hope he does not burn trought the door that superminion did. If it doesn't, I'll promote him to ultraminion. If it does not I'll see if the leech's fire doesn't burn trought him. Also, the gobbos met the dingo men, that 'll distract them from breaking the bridge.

A troll is somehow terrified at the massacre his bosses are commiting aganist the dingo men and women.

7th of Sandstone

I found this while exploring the lower plants of the eastern fort.

Spoiler (click to show/hide)

FPS: 100 (49)

This is a finely-crafted basalt memorial to Sarvesh Sheshekobok.

The slab reads "In memory of Sarvesh Sheshekobok / Born 1053 / Struck down by the troll Ozud Budhated with a llama wool cloak in Smoxututu, "The Savage Onslaught" in the year 1053 / At one with electrum".

How do you kill someone with a llama wool cloak?! Even if you are a strong troll, it's llama wool! (Also, I think the one that is memoralized there is Geshud, but with her real vampire name).

24th of Sandstone

Hm, now that we don't have anything to worry too much about, I think I could actually start a second project, one that I like to call "The Project Whose Final Goal Is To Use Smuntsu's Office As An Execution Chamber Consisting On Dumping Undesirables Onto His Room For Him To Eat". But it can be abbreviated as "TPWFGITUSOAAECCODUOHRFHTE". I think that it's practical.

The door on Smuntsu's office is forbidden, locking him in one side, and the channeling begins.

28th of Sandstone

Some trolls found the main entrance to the fort and they started running into the cage traps.

1st of Timber

Spoiler (click to show/hide)

Senshuken II' Asenrab, militia captain withdraws from society...

Welp, let's see what he does.

Wait, while Senshuken II is searching for bones in the refuse pile, I took a look at the outside.

Spoiler (click to show/hide)



Fuck.

Unless they leave before the traders come or they are heavily guarded, we are sealed from the outside. We'll have to stay under siege for a long time, totally sealed from the outside, without knowing what happens with our kingdom, until we starve or the greenskins inevitably manage to break into the fort...

Or we can fight.

I must admit that this is a tough one.

Spoiler (click to show/hide)

Succumb to the Invasion

Never! Dwarvish civilizations only fall by their inhabitants' stupidity, not by the... Plannings and... Strategies of the enemies! Doomforests shall not fall! And if it falls, it'll take whatever made it fall with it! Glory to the Hall of Mortality!

Title: Re: The fate of Doomforests - now without spoilers

Post by: **Taupe** on **January 14, 2015, 11:04:23 pm**

Quote

How do you kill someone with a llama wool cloak?!

Oh yes. This is by far my favorite slab. did I not screenshot it? I swear I did. :P

You should wait for the dwarven traders to arrive with their guards and war animals, and make your stand at this moment, flanking the enemy. trust the doctor, I know a thing or two about letting people duke it out for us. Those are dwarves tho, so they deserve our help.

Title: Re: The fate of Doomforests - now without spoilers Post by: Senshuken on January 15, 2015, 08:53:40 am

I wonder what Senshuken is currently making? Frankly, he has to do something while the enemies of our dwarfs are sitting around on the front lawn. Not like we'll be fighting them anytime soon...

Title: Re: The fate of Doomforests - now without spoilers Post by: mate888 on January 15, 2015, 12:41:00 pm

Quote from: Senshuken on January 15, 2015, 08:53:40 am

I wonder what Senshuken is currently making? Frankly, he has to do something while the enemies of our dwarfs are sitting around on the front lawn. Not like we'll be fighting them anytime soon...

Yeah, is not like the militia commander is gonna fight, let him go search for bones in the corpse stockpile that's composed mostly of dead dwarves, goblins and other sentients. I'm sure nothing suspicious is going on. *grabs garlic and a cross*

Title: Re: The fate of Doomforests - now without spoilers Post by: Iamblichos on January 15, 2015, 01:52:18 pm

Hahaha, one trip to the bonepile and you grab garlic and a cross, but my dwarf starts making trumpets from dwarf thighbones and drum heads out of dwarf skin and it's business as usual ;D

Glad to see we are through Autumn... one season to go!

Title: Re: The fate of Doomforests - now without spoilers Post by: SkaiaMechanic on January 15, 2015, 11:11:06 pm

...doing okay Mate? You're at your deadline and you have 4 months to go. Sorry to be a jerk about this, I just don't want Salmeuk to have to skip.

Title: Re: The fate of Doomforests - now without spoilers Post by: Taupe on January 15, 2015, 11:16:23 pm

Quote

Yeah, is not like the militia commander is gonna fight

It's funny because unless you changed it, the millitary commander is actually *Drokles*.

Title: Re: The fate of Doomforests - now without spoilers Post by: mate888 on January 15, 2015, 11:34:05 pm

Quote from: Taupe on January 15, 2015, 11:16:23 pm

Quote

Yeah, is not like the militia commander is gonna fight

It's funny because unless you changed it, the millitary commander is actually *Drokles*.

Maybe I accidentaly made him the commander of the Wishy Washy Banjos.

---,----, -----, ------, ------, ------, -----, -----, -----, -----

Quote from: SkaiaMechanic on January 15, 2015, 11:11:06 pm

...doing okay Mate? You're at your deadline and you have 4 months to go. Sorry to be a jerk about this, I just don't want Salmeuk to have to skip.

I'll post the save, but I don't know how. If someone explains me, tomorrow Mate the 888th will have retired and the save will be posted for Salemuk to play.

Journal of Mate the 888th, Overseer of Doomforests 7th of Timber

The trolls climbed the hills and jumped down on the courtyard. The bridges are closed so the rest of the fort is safe, but all of our pets are dead.

Trolls can't break bridges, right?

10th of Timber

I'm starting to worry. It's alredy the last month of autmun, and dwarven caravans only go to the frontiers in autmun. Maybe the unhappy diplomat Taupe spoke about and the angry human traders convinced the Mountainhome of not trading with us ever again. Gods forbid that to happen.

18th of Timber

We opened the courtyard brigde and all of the trolls ran out, they were getting bored after 8 days inside a courtyard full of dead things. Two stood on the bridge. They didn't wanted to walk over the cage traps, so they stood on the bridge when it closed and they flew away. One fell with minor bruises on the arm, the other fell wrongly and destroyed his left hand and his neck, filling the floor with his light blue blood.

I... Think we can count that as a kill? Yeah! Doomforests 2, Goblins, 0!

Title: Re: The fate of Doomforests - now without spoilers
Post by: Taupe on January 15, 2015, 11:38:52 pm

Just go to your folder. Dwarf fortress--Data--Save. Wrap the whole region folder with like winzip or winrar, and upload this. Use the same site you got the game from. Just click any previous save in this thread, and lick the upload button from the page. The est should be pretty explanatory.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Salmeuk on January 16, 2015, 12:48:45 am

What version have you been using, mateeighteight? For my own understanding, of course.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Taupe on January 16, 2015, 01:16:46 am

I believe the LNP and all the goodies packed with it is now updated to 40.23. If that's the case, it would be afe to switch up versions up to there. Probably better for everyone if we stick with this one for a while, instead of going up to 40.24

Title: Re: The fate of Doomforests - now without spoilers
Post by: mate888 on January 16, 2015, 02:07:14 pm

I'm starting to see that this thing of fort maagement is the most stressing thing in the world. I would have liked to reach the end of the year, but I guess that Timber is the last month of ruling for me.

I'm not an old dwarf either, I'm only 70 years old, but I'm starting to feel as if I was 200 At least, I during my rule I reunited the fort, killed a vampire, totally ignored two forgotten beasts, one of wich is dead. I defended the fort and... All of its non-grazing, non-duck pets from the greenskins and I sent two trolls several urists on the air using a drawbridge.

Overall, it was a good year. Well, a good year in frontier outpost measures, with only two victims. One of them for the greater good. The other because he was feeling sleepy close to a vampire.

But, oh, well. I only have one final petition to whomever will watch over the fort after me:

Finish the project of weaponizing Smuntsu.

Yes, even though I made the jails and a big hospital on Astville (and a rather pretty statue garden), some dwarves may turn out to be... Rather annoying without breaking the law, and abusing of the fort taking advantages of the law. And even though we all know and love Smuntsu, he is a goblin, and he will attack any dwarf who enters his office. So, please, use the unused lever on the lever room (or a lever of the gold room) and connect it to a floor grate, the one over Smuntsu's office (You can't miss it, it's an artifact floor grate and it's the only floor grate in the fort). Then make a burrow comprising of only that grate and assign whoever arse is asking to have an accident to it. Then link it to a civilian alert, make him go to the grate, pull the lever and watch the goblin eat!

Well, that's all I've got for now, I'll retire from my job as an overseer and I'll dedicate myself to mining, masonery and hammering. Good luck to whoever idiot replaces me, and may Armok have mercy for all of us.

Spoiler: OOC notes (click to show/hide)

My dwarf's profession will appear as "Overseer", please delete it so I appear as the hammerer.

Salemuk, you are also dwarfed on the fort, so if you want to un-dwarf yourself and dwarf somebody else, just do so.

The jails are lacking ropes/chains and the hospital traction benches, so add them if you can.

In the hotkeys ther are shown Astville, the principal dining hall, the lower dining hall, the bedrooms, the farms and a bit of the courtyard, and the jails. The hospital is in Astville, next to the well.

Good luck, and have !!FUN!!

Save: Here (http://dffd.wimbli.com/file.php?id=10456)

Title: Re: The fate of Doomforests - now without spoilers Post by: Salmeuk on January 17, 2015, 12:42:38 pm

thanks, mate! I'll be starting my playthrough on monday. work takes up my weekends.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Taupe on January 17, 2015, 09:17:42 pm

Wait there are **hotkeys** in this game ?!?

Title: Re: The fate of Doomforests - now without spoilers
Post by: mate888 on January 17, 2015, 09:50:49 pm

Quote from: Taupe on January 17, 2015, 09:17:42 pm

Wait there are **hotkeys** in this game ?!?

f1, f2, f3, etc.

You choose key places of the fort, and by pressing the designated hotkey for that place you zoom to it.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Drokles on January 18, 2015, 02:34:16 am

Hey folks. Just a premature warning. I find that I have less and less time to browse the forums, and it looks like it will only continue like this. I'm not saying it will be necessary, but if anyone wants to take over the front page, now might be a good time to start thinking about that. Please let me know if you're interested;).

To be honest, when the 7 founders arrived at Doomforests I never imagined that I would end up spending so much time here. But now it's full of activity and has gained a small following which probably wont cease anytime soon. I think it would be good at this point to have some fresh ideas for the front page from someone more active than me. Your thoughts?

Title: Re: The fate of Doomforests - now without spoilers
Post by: Timeless Bob on January 18, 2015, 06:39:12 pm

Have any of you ever read The Book of Soapus (http://twilight.freehosting.net/book.html)?

In reading about the soap cultists, it brought this holy tome to mind. If you ever perchance meet Walrus Bob in some forum or other, you can thank him for creating Twilight the God Game back in '96 which generated such an interesting religion.

Title: Re: The fate of Doomforests - now without spoilers
Post by: mate888 on January 18, 2015, 10:48:52 pm

Guys, I just want to say that running the fort was one of the most intense, frustrating, and overall greatest experiences I have had on gaming. So, even though I doubt that the fort (and any possible reclaims) will last too long, but I'd like to have my name somewhere in the list again.

Title: Re: The fate of Doomforests - now without spoilers Post by: Taupe on January 18, 2015, 10:58:50 pm

Wait, is it even possible to take over the original post?

Title: Re: The fate of Doomforests - now without spoilers
Post by: SkaiaMechanic on January 19, 2015, 01:25:06 am

Only thing I can suggest is a generic title with proper title capitalization.

So like, "Doomforests: This Fort Should Not Be Standing"

Or maybe "Doomforests: Where Our Greatest Weapon is our Enemies."

Or perhaps "Doomforests: We're Pretty Sure We're Back to Playing Dwarf Fortress"

Or "Doomforests: Where the Goblin is Everyone's Friend"

I dunno, something curious enough to bring people in, vague enough that there's no spoilers, and professional enough that you could put it as a title to an essay for school or work. If anyone has a better idea please share.

 \dots "Doomforests: Where the Game Gives Up and Starts Doing Its Own Thing"

Title: Re: The fate of Doomforests - now without spoilers Post by: Taupe on January 19, 2015, 01:30:30 am

I think "Enemies are our greatest assets!" would suit the bill nicely.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Drokles on January 19, 2015, 01:52:57 am

I don't really know if it's doable, but we'll just ask a mod to do so.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Salmeuk on January 19, 2015, 03:05:12 am

I have begun playing, despite needing sleep desperately. After removing nearly every stockpile in the fortress, I've rounded up nearly every dwarf. Things are about to happen - drastic, necessary things.

And drokles, I'm not sure how I would take over the OP but I would be willing to do it. As interest in this fortress has not yet waned I wouldn't mind taking the helm. PM me if you have thoughts.

Title: Re: The fate of Doomforests - now without spoilers
Post by: maxcat61 on January 19, 2015, 06:51:26 pm

I have spent all day waiting for an update, and have gotten really pumped up about it. I am expecting great and terrible things from you. No pressure, though.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Iamblichos on January 19, 2015, 07:09:31 pm

Quote from: maxcat61 on January 19, 2015, 06:51:26 pm

I have spent all day waiting for an update, and have gotten really pumped up about it. I am expecting great and terrible things from you. No pressure, though.

^This. Yes.

Title: Re: The fate of Doomforests - now without spoilers Post by: maxcat61 on January 19, 2015, 07:22:13 pm

Quote from: Drokles on January 18, 2015, 02:34:16 am

Hey folks. Just a premature warning. I find that I have less and less time to browse the forums, and it looks like it will only continue like this. I'm not saying it will be necessary, but if anyone wants to take over the front page, now might be a good time to start thinking about that. Please let me know if you're interested;).

To be honest, when the 7 founders arrived at Doomforests I never imagined that I would end up spending so much time here. But now it's full of activity and has gained a small following which probably wont cease anytime soon. I think it would be good at this point to have some fresh ideas for the front page from someone more active than me.

Make Salmeuk do it: He is the 2nd post in the thread, just ctrl-c ctrl-v.

Title: Re: The fate of Doomforests - now without spoilers Post by: Salmeuk on January 19, 2015, 08:11:50 pm

the pressure amounts! And I suppose I could just edit my second post, in fact that might work splendidly.

And give me some time, I discovered at the last minute an assignment due 11 minutes ago so I have a bit of IRL to take care of. Tonight, though.

Title: Re: The fate of Doomforests - now without spoilers Post by: SkaiaMechanic on January 19, 2015, 08:18:41 pm

Yeah, take care of that first. Come back after you finish the assignment and send it to your past self so you can turn it in on time.

Looking forward to it!

Title: Re: The fate of Doomforests - now without spoilers Post by: Salmeuk on January 19, 2015, 10:59:36 pm

Fath Clobberedhammer was one of the lucky few dwarfs not particularly affected by the regular visits of Death and his brother Destruction to Doomforests. She immigrated some time after the first great depopulation and founding of Astville, and because of this she felt comfortable amongst the bloodied halls. Fath was an accomplished, even legendary miner - her skills with the pick were the best for leagues. Her preferences were that of a dwarf who had once lived by the ocean: she liked to eat ocean sunfish and cuttlefish soup.

She was married to one Udib Inkylords, another miner. Their only child had stayed at the mountainhome, and when asked why she would leave her offspring behind it becomes clear it wasn't Fath's decision: forced immigration to Doomforests wasn't applied to children. A sad story, perhaps, but as Fath toiled away constructing aimless passages and endless tombs she was secure in the knowledge that her child was safe. So when a powerful, commanding spirit took over Fath's body and soul perhaps she wasn't entirely unwilling. The spirit, having long awaited this opportunity, utterly replaced Fath's individual presence.

What did this spirit call itself?

Salmeuk.

What did this spirit want?

Power.

How did this spirit plan to get it?

By the first skill any dwarf learns: digging.

What follows is a third-hand account from an unknown dwarf's personal journal, recovered at a later date by the famous historian and tomb-raider Cog Blackpick. Perhaps you could take a moment and join me in appreciating the gory history of Salmeuk's second reign, 1056 - 1057.

8th Moonstone

'Senshuken II' Asënrab, militia captain has created Isrirkurol, a giant olm bone crown!

■Press Enter to close window

Senshuken, previous possessed by an ethereal urge to craft, completed his work today: a giant olm bone crown. It is worth a fairly surprising amount (49200 urists!), apparently Senshuken had swiped some gold from the foundries and the resulting studs boosted the value.

10th Moonstone

Minkot Beachbook stopped talking today.

Minkot Mishosthikut, Fishery Worker is stumbling around obliviously!

Not that he ever really talked, but he's really shut himself away this time: his eyes are glazed and he wont take food. While certainly not a good thing, losing an unskilled woodcrafter certainly doesn't change much about the current state of the fortress. Perhaps I should remind the masons to keep churning out those coffins.

11th Moonstone

I ran in to Fath today, our best Miner. Having watched her mine before I can attest to her legendary renown: she knows just the way to hit the rock to flake it away in huge chunks. Even gabbro! It's like watching a brewer mash plump helmets, the way she goes about crumbling rock. With fire in her eyes, she said she was headed to the office of Mate888, our current overseer, and walked away rather urgently after that. Perhaps the discovery of a new cavern?

13th Moonstone

The rumors were true: we have a new overseer. Fath Clobberedhammer was chosen by Mate888 as the new dwarf in charge of job oversight and project management. She called us all down to the dining room to discuss, in her words, "The dire state of Doomforests and what the future may hold."



Sitting amongst my fellow workers was quite the experience - never had we all taken the time to meet together like this. All 41 of us, not including the two children, crowded amongst the piles of clothing. We made the grand room feel awfully small.

Fath outlined certain problems with the fort. Most agreed with what she outlined:

- 1. Too many dwarves are assigned too many tasks, leading to a lack of specialization.
- 2. The jobs being given priority are non-essential to the future survival of the fortress. Engraving stone storage rooms should be secondary to, well, just about everything else.
- 3. The amount of useless materials and items is enormous, to the point that it gets in the way of basic fortress function.

Fath made it clear this wasn't our fault but that of the previous overseers. Even then, she said that the sort of "beasts and plagues" they had to deal with made such disorganization inevitable. She then opened the discussion.

"What are we to do? In our current state progress is impossible, and while we might scrape by eating mashed plump helmets, that is not what the founding Seven imagined. This land is as rich as ever, and our bodies young. No more excuses can be made. . . What Are We To Do?"

I won't write out the hours of discussion that took place that night, but our ultimate conclusion was this: we had to move on. Leave behind that which confounded our forefathers and strike fresh earth. The stink would never be scrubbed from these halls, so why even try when fresh stone awaits?

After the meeting, excitement filled the fortress. Fath, along with a few previous overseers and masons, had met to plan our new fortress. The rest of us could only wait and dream of what was to come.

OOC:

<u>Spoiler</u> (click to show/hide)

This was what greeted me after viewing Minkot's thoughts:

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stresses placed on him and is oblivious to reality. Within the last season, he was blissful after sleeping in a good bedroom. He was horrified after seeing Sodel Wheelsglazed die. He was horrified after seeing Bomen Skullmine die. He was horrified after seeing Bomen Skullmine die. He was horrified after seeing Bomen Bridgemagic die. He was horrified after seeing Bomen Bridgemagic die. He was horrified after seeing Lolor Fountainwonders die. He was horrified after seeing Lolor Fountainwonders die. He was horrified after seeing Id Fencedburied die. He felt pleasure near a fine Door. He was blissful dining in a legendary dining room. He felt pleasure near a splendid tastefully arranged Statue. He felt pleasure near a fine Bod. He felt pleasure near a fine Seat. He felt pleasure near a fine Bod. He felt pleasure near a fine Seat. He felt pleasure near a fine Bridge. He felt pleasure near a fine Bod. He felt pleasure near a fine Seat. He felt pleasure near a f
```

wait what?

He felt pleasure near a fine Door. He was shaken after an animal was convicted of a crime. He was blissful dining in a legendary dining room. He felt

WHAT HAVE YOU DONE TO THE POOR BASTARD?!?

Title: Re: The fate of Doomforests - now without spoilers
Post by: Salmeuk on January 19, 2015, 11:15:10 pm

Also, I am taking suggestions for what sorts of things we might need in a new fortress. As in, what areas you guys might want excavated for future use. Fath took suggestions from the past overseers, and I want to see some of the things they might have said!

Title: Re: The fate of Doomforests - now without spoilers Post by: Taupe on January 19, 2015, 11:17:24 pm

Wait are we actually building a brand new fortress somewhere else?

Title: Re: The fate of Doomforests - now without spoilers
Post by: Salmeuk on January 19, 2015, 11:19:22 pm

No, just within the same map.

Title: Re: The fate of Doomforests - now without spoilers Post by: maxcat61 on January 19, 2015, 11:22:02 pm

Whatever you build, have 4 things:

- 1: a floor for bedrooms.
- 2: a floor for workshops.
- 3: a floor for tombs (Note, this is probably the most important of the 4).
- 4: kitchens and still near dinning hall..

Title: Re: The fate of Doomforests - now without spoilers
Post by: Taupe on January 19, 2015, 11:37:51 pm

We'll need a decent hospital with access to a well, as well as a tower overseeing the site, where we can train the soldiers without causing sun sickness.

I would also suggest that you seal off the caverns and defend this new fort with the door Minion made.

Title: Re: The fate of Doomforests - now without spoilers
Post by: maxcat61 on January 20, 2015, 12:06:35 am

*Chief Minion is a title: Maxcat is the dorf's name.

Title: Re: The Fate of Doomforests - A New Goal Post by: SkaiaMechanic on January 20, 2015, 01:02:41 am

And Minion is also a nickname!

It seems a shame to waste all the space already there...

You know, with all of that room already carved out, you could repurpose the old fort into a truly incredible palace. Throw up a few walls, take out some stockpiles, put in a golden cabinet here and there, and you're...well, golden.

Alternatively, expand on Astville, turn it into something amazing with magma and water and history already there. Move most of the population to the depths, while keeping a group of farmers, cooks, and craftmen burrowed up at the top. That way we have crafts right by the current Trade Depot. Now here's the interesting idea. Have the food and furniture dropped down via dumping square and a channeled mineshaft straight down from Old Doomforests into Astville instantly. It's far faster than a dwarf running all the way down and up those way too narrow staircases. It's efficient and preserves the history of what we have with allowing expansion into the deep and new stories to be told. (Also install a minecart to go back up!)

Either way, we can start putting together a plan that will shock the entire world, goblins, elves, humans, and fellow dwarves alike:

We arrange Doomforests, the cursed southern outpost of terror, to become the new capital of our Dwarven Civilization.

Now how does THAT sound, Overseer?

Title: Re: The fate of Doomforests - now without spoilers
Post by: Taupe on January 20, 2015, 01:10:19 am

I say we HAVE to give it a shot.

Skaia is also right on Astville. If you are to create a new fort, you might as well build it there. We have an easily expandable awesome dinning hall, royal bedrooms for everyone, a well and hospital, and magma forges installed. It would be a waste to flush it all down the drain to dig a third fort.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Iamblichos on January 20, 2015, 07:10:10 am

Astville would be cool... I've gotten to the point where most of my cities are built in a cavern layer, usually down near magma.

My only request is... dig some real magma forges, a room with magma channeled under the floor. Please don't just leave one side open to the magma crabs, fire men, etc. if there's clay or sand down in the caves nearby, then we have an infinite resource.

Title: Re: The fate of Doomforests - now without spoilers Post by: Salmeuk on January 20, 2015, 01:43:44 pm

update coming later today.

in other news,

HOLY MOTHER OF CRUNDLE



No one informed me the herds ever got this massive. . .

Title: Re: The fate of Doomforests - now without spoilers
Post by: mate888 on January 20, 2015, 02:43:32 pm

Oh, yeah, the crundles, I should have warned you about that... I think that they did their part in traumatizing Minkot... Heh. Also, about the horse convicted of a crime... Yeah... I got bored and told the dwarves that it was the horse the one who... Did something, I quess.

It was a crazy season.

Also:

Journal of Mate the 888th, Hammerer of Doomforests

A new fort? A new fucking fort?! So what, you are going to leave the upper levels to the trolls, forgetting about the outside world, and effectively throwing all my effort in reuniting the fortress to trash?! IS THAT IT?! AFTER ALL WHAT I DID TO REGAIN THE FORT FROM A BLOODSUCKING DEMON, WE WILL JUST ABANDON IT FOR THE GREENSKINS TO TAKE IT?!

I know it may have its own pros, but what? We will be living like deep dwarves not knowing how the sun looks like? Will we just leave our fort to oblivion in effort to rebuild it in the bowels of the mountain?

We will not survive without contact with the exterior, and also that may mean that my pretty statue garden and new jails that I struggled so much to dig will be abandoned! THE PRETTY STATUES!

I think I'll tell this to the new overseer, whose eyes are weirdly glowing with purple light, and her voice sounds weird too. Meh, I'll not look at the minor details, maybe she ingested some bad plump helmets.

I need a good beer and a good crundle steak and I'll feel better.

Title: Re: The fate of Doomforests - now without spoilers
Post by: SkaiaMechanic on January 20, 2015, 07:58:25 pm

Journal of SkaiaMechanic

13th Moonstone

When I lived in the Mountainhomes I was always told by my parents, "If you ever want to make Armok laugh, plan for the future." It's a lesson I've fought against and lost to again and again, and today was no different.

It was a series of events I didn't see coming. We all heard the rumors that our overseer Mate888 was looking at retiring. That I had expected. But to put Fath Clobberedhammer in charge of all people! Don't get me wrong, she's an amazing miner and can certainly brew a good batch of ale, but the transition came out of nowhere. She's had a new fire in her eyes lately, a mood perhaps? What did she say to him to convince Mate to hand over the title?

It wasn't long until Fath called all of us off our working stations and into the dining hall. I've never heard of an overseer call off solid work for a group meeting. But that curiousity paled in comparison to the mountain she then dropped on us.

She wanted to build another fort nearby. I was right, it was a mood, and this would be her creation.

Now, keep in mind that we already had three subtowns in the fortress, namely East and West Doomforests, along with Astville. We had just reclaimed East Doomforests from Osp and work was progressing on a jail and statue garden. Not to mention the recent renovations in Astville. The history, what was fought for, what we can build upon! All for naught. Of course, an immediate uproar came from the crowd, everyone talking at once. Several were for it, wanting to distance themselves from the "curse" and smell of the current fort. Several started planning out how the new fortress was to be designed. After all, almost everyone here knows Doomforests is terribly inefficient from the architecture alone. Several more stepped up in defiance, arguing that we shouldn't abandon what so many had given their lives in creating. Of note, our previous overseer Mate888 was especially livid. It makes his handing over of power all the more curious. Did she claim the Overseer title like a withdrawn dwarf claims a workshop?

Now I could care less about East Doomforests, and the recent renovations were either useless or out of the way, or both! But I knew I had to make a move in order to be considered for Overseer down the line. Working with the new overseer would probably be the best plan to do so. However, the TSP plan, the Total Safety Project, relies on Doomforests' spread out structure as a base. It wouldn't work with one of the more efficient "inverse tower" designs of the modern era. Plus, the history of the place has rubbed off on me, even though I'd still say the staircases should have been expanded years ago.

I took a middle route, not outwardly expressing defiance of the new project, just a couple suggestions to still use the current structure. Fine, make a new town, I don't care. But why are we giving up the grand hallways of current Doomforests? Why should we abandon our hard-earned magma forges? Fath only wanted to talk with the previous overseers and core masons, and not being either, had to speak quickly and make an impact fast. Luckily I had enough influence to gain at least give an opinion before being shooed away. I spoke about the uses of the current land, inventing tales of royal palaces and delivery chutes. It seemed to resonate, but I knew my final statement had to make an impact. So I put forth a goal that no overseer in the history of the fortress had even imagined: make Doomforests the new Capital of our civilization The Town of Stroking.

I could hardly believe it myself, and I'm the one who came up with it! Imagine, the cursed southern exile outpost becoming a new Capital of Dwarves! Everyone was stunned for a moment, but I still didn't know how it went over. Luckily, Taupe spoke up and validated some of my claims. He's a good friend but also has a personal interest in this, for many obvious reasons. A couple other dwarves nodded in agreement. As long as Fath is overseer, as well as head of the miner's guild to boot, I can't stop her from completing her project, (as long as I don't want a berserk failed-mood dwarf slamming her pickaxe into the side of my head anyways) but I can try to prevent us from starting from scratch.

Fath didn't give a final answer, but I hope for the best. I could probably incorporate the new sub-fort into my project. A community of four towns. What architectural artifact does she hope to create?

Title: **Re: The fate of Doomforests - now without spoilers** Post by: **mate888** on **January 21, 2015, 12:13:14 am**

Journal of Mate the 888th, Hammerer of Doomforests

How did Fath convinced me of turning herself into the new overseer I don't know.

FLASHBACK!

- -Oi, Fath
- -Oi, Mate, what are ye doin'?
- -I'm planning my retirement.
- -Oh, well, that's a damn shame if ya ask me. Who you gunna choose to be after ya?
- -I don't know, Fath, I... Is that... Foam... Coming out of your mouth?
- -Grrglh... Gurgle... *GASP* Ggggh... *moan*
- -Oh, shit. Fath, are you dead?
- -I LIVE, AGAIN.
- -W... Why do you have a man's voice now, Fath?
- -OH. Uh... Probably a rotten plump helmet, just like Sakzul/Iamblichos.
- -Hm, yeah. We should take a look at the plump helmets later on.
- -Yeah... Uh... Can i be the next overseer?
- -Okay.
- -Wha? That's it? That easy?
- -Yeah, I mean, that's how Taupe named me overseer, aswell. Here, take your purple overseer hat.
- -Um... Okay...
- -What could possibly go wrong?

FLASHBACK!

Oh... That's how I named her... I should think more of my desicions.

Title: Re: The fate of Doomforests - now without spoilers Post by: Taupe on January 21, 2015, 12:22:54 am

The purple overseer hat weights heavily on one's head. Some would argue that the leadership of Doomforest is uneasy to bear for too long. Others would simply suggest that we don't craft the next overseer hat out of rutile.

Title: Re: The fate of Doomforests - now without spoilers Post by: maxcat61 on January 21, 2015, 08:46:32 am

Quote from: Taupe on January 21, 2015, 12:22:54 am

The purple overseer hat weights heavily on one's head. Some would argue that the leadership of Doomforest is uneasy to bear for too long. Others would simply suggest that we don't craft the next overseer hat out of rutile.

+1 Well Said. I nominate this for a front page quote.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Salmeuk on January 21, 2015, 02:55:43 pm

2nd Obsidian

Astesh Boatdwell was taken by a mood. He's claimed one of the mason's workshops and keeps hauling up stone and nothing else. Considering he is but a skill-less farmer most of us have already forgotten - surely he can't create anything of value?

4th Obsidian

On my way down to Astville I saw Zulban Utterstandards being carried off by the fortress guard. I ended up following them to the prison, where Zulban is now locked against the rough stone wall. When was this even built? I convinced the guard (I traded 5 horse meat that I had earlier swiped from the stockpiles) to tell me what Zulban's sentence was:

"For the failure of Zulban Gutidlorbam 3 months past to craft the requested goods to support the fortress, Mate the 888th has sentence him to 3 strikes of the hammer. By coincidence only, Mate the 888th will be hammering the strikes."

After giving Zulban one last glance, I walked away shaking my head. It's rare to find true justice in this world, and failing to make a few trade goods shouldn't result in a crippling set of hammer strikes.

5th Obsidian

Mate the 888th was furious this morning. Screaming about this and that, and it was only after he retired to his room that I could get a full story. Apparently he had forgotten where the jail cells were and no one would tell him - people were standing in solidarity with Zulban!

→ Mate the 888th' Lorbammegid, Hammerer cancels Execute Criminal: Could not find path.

17th Obsidian

Astesh finished his great work today: a cinnibar coffer worth 6000 Urists.

```
This is a cinnabar coffer. All craftsdwarfship is of the highest quality. On the item is an image of a armadillo in cinnabar. On the item is an image of Eavender Beauty the galena grate in native copper. On the item is an image of a pear cut gem in microcline.
```

When he emerged from the workshop he professed to his newfound excellent skill in mining of all things. We didn't believe him at first, but after he stole a pickaxe and went to work next to Fath he could almost keep up! Were not entirely sure what went down in that workshop but we could always use another miner.

21th Obsidian

A little bird told me that a vile force of darkness arrived soon after daybreak this morning. I asked that little bird why it hadn't informed me when the last siege had left. . .



Whatever the case, we continue to be trapped within.

2nd Granite

We finished the dump chute today: a tall shaft that runs directly to the new fortress. Now we can begin transferring the most important objects: beds, food, artifacts, and other rare materials. Only the miners have seen the new fortress location but apparently it is rich in flux, magma and all the various minerals we might need to outfit an army or forge valuable trade goods. One of the miners told me that they had also carved out a room that was now flooded, and once the water recedes we might grow food on the muddy stone.

Not everyone is happy with the decision to move, but no one really dares to challenge Fath. She always keeps her steel pick by her side, and her eyes are fiercely observant.

In other news, Zulban was freed from his jail when we stripped the ropes from the wall in preparation. It seems that Mate the 888th never found his way down to the jail, and while the sentence still hangs over Zulban he won't be executed anytime soon. He has resumed his work as an engraver.

4th Slate

As we were finishing our evactuation, the mad doctor confronted Fath.

"Do you really plan to leave our minister of agriculture behind? How do you expect us to survive without his precious oversight?"

". . ."

"Even if you don't plan to listen to him, how will he feed himself?

"He hasn't been fed for 2 years and he is still alive. Do you have any other reasons?"

"Look. I know you might not understand the massive influence Smuntsu has on the success of our fields, and I know you think I'm crazy. Forget all those preconceptions and try to see the issue from my side. Smuntsu is a valuable asset to our fortress, and I won't just leave him behind."

Fath considered for a moment. I'm not sure what she was thinking, but it certainly didn't involve understanding the viewpoint of some nutty somewhat-skilled physician.

"Fine. But you have to figure out how to get him down there."

"Yes! That's no problem at all, I already have plans sketched out and if you look right here they aren't all tha. . . "

Fath just walked off.

- - -

Later on that night, Taupe II told one of the masons to remove the wall between Smuntsu and the rest of the fortress. Taupe had constructed an elaborate set of cage traps just outside the wall. When Smuntsu poked his little green head outside the room he was immediately trapped in one of them. The goblin will be coming with us.

I'm not sure what cause Taupe's madness in the first place, but it is evident that his mind has been gone for longer than any of us can imagine.

OOC:

Spoiler (click to show/hide)

Sorry about the lack of images but a few of the .gifs weren't properly saved. And I don't remember reading about us having a Giant Cave Spider in a cage. That's all sorts of amazing.

Title: **Re: The fate of Doomforests - now without spoilers** Post by: **Dark One** on **January 21, 2015, 03:59:50 pm**

Journal of Dark One

The previous overseer, Mate the 888th has retired, and Fath Clobberedhammer took his place. I can sense energies flowing from within into her body. Her eyes glowing purple, her voice changed to male. She was possessed, but it's not the usuall possession by demons, ghosts or gods. This entity is different. It's stuck between the underworld and our physical plane. An ordinary slab can't put it to rest. The only thing it wants is power. Maybe it's just paranoia, but I think he, she or it - as I don't know the nature of this entity, is watching me. Maybe it's in conflict with The Light Of Glory? I'm not sure, only confrontation with it would reveal it's intentions. But I'm not going to fight with such otherworldly being. I have enough of it all. Dark disciples, Osp, trying to be the archbishop to dwarven gods. It's too much for me. Since some time I've gathered small group of disciples and teached them. I must choose someone as the new archbishop. I'll tell my followers that since now, the overseer would be the archbishop. I'm afraid this would give the absolute power to the overseer, as a physical and spiritual leader... another dangerous cult could form. I don't care, we're all doomed anyway.

The new overseer gathered us all in the meeting hall, and gave us plans to build another fortress. I'm not moving anywhere. This halls may be cursed, soaked in blood and guts of our dead brethren, but since bloodsuckers have died - it's my home. I spent much time in these old fashioned chambers and... I can't move on. All the effort that was put in this place by Mate the 888th and others. Just a few days ago poor Zulban Utterstandards was carried off by the fortress guard. When Mathe the 888th, a hammerer couldn't find a way to the jails, I told disciples to find a way to protect him. They succeeded for now. I saw that they dragged Smunstu away. I don't know if I'll see him again, but I can tell he was really knowledgeable goblin. Our discussions about The Light of Glory must end for now though.

Night by night, Doomforests hallways buzz with activity. Dark disciples creeping in the darkness with me following them. From time to time a somnambulic dwarf could be spotted. I leave them be, they only distract me from following dark disciples. I left a note to Iamblichos, our current mayor, asking about "his condition". I use all my efforts to find the meeting hall of dark disciples, but I can't find it. It seems that they are able to deceive my ability to detect energies flowing within the realms. It just disrupts in some of the crucial places of the fortress, leaving me vulnerable to any threat when I can't detect danger. It's interesting, as in the gigantic storms of energies we are just a little, blinking sparkles.

My nightmares aren't as big problem as before, but I'm still puzzled. Last night, I woke up in the rock floating in the middle of the void. There was an infinite spire in the middle of it, with four pressure plates. Each of them had different symbol. I had to choose between one of them. I decided to push the one on the left side. I heard a maniacal laughter, but nothing happened. Then I heard the voice *Nifih*,

Dwarven Gods, The Light Of Glory, each deceives you Dark One! Read the symbols, you'll see them when the time comes! I woke up. Someone has broken into my room, and placed a dwarven skull with a dagger stabbed into it.

<u>Spoiler</u> (click to show/hide) [OOC] Sorry for long inactivity.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Iamblichos on January 22, 2015, 11:33:37 am

Journal of Iamblichos

1 Moonstone

The days all blend together. Being the mayor is a constant punishment; keeping a regular journal requires time I simply don't have. Some interesting things need to be noted, though.

My dream of months ago has not recurred; I guess it really was just a dream. It seemed so real. I haven't slept well since then. Must be in my mind. Oddly, after that night, Osp's pet snake was found dead in the caverns - no marks of violence on it.

Shadowy figures still walk the halls at night. I went to the dining hall late (early in the morning, actually) and saw hooded figures flitting through the hall. Ghosts? Other spirits? I am unsure.

Mate the lunatic was... coerced... into transferring power to a miner named Fath. I remember her as being fairly docile and quiet, though a demon with a pick; now suddenly she is acting like a moody dwarf, running here, running there, announcing decisions and directing everyone. It is very strange. Dark One went by me muttering something about Fath's "glowing purple eyes"; either his mushrooms weren't all plump helmets, or Fath may be under the influence of more than alcohol.

13 Moonstone

Fath must be possessed. There is no other explanation. She announced in a full meeting that she wants to abandon this entire fortress and move to a different location. I swear I can hear Osp's spirit laughing in the deeps; we cannot abandon this place after so much blood and pain has been spent to keep it! We still haven't even begun to mine the resources here AND I DON'T HAVE MY EMERALD. I haven't forgotten it. Maybe the ritual could still be completed...?

1 Obsidian

I thought it was a dream. I wish I could have been correct.

It began the same way... the shifting greenish light, the sounds of muttering from the hallway. The old dwarf came around the corner, and didn't look nearly as friendly this time.

"Well, hello! It's been a while!" His mannerisms were the same, but seemed... off, somehow. In the distance, I could hear distant screaming. "So glad to see you again, still in the same place I see, good, good!" He bounced on his heel and smiled, the picture of an old, avuncular dwarf, but his eyes looked like polished obsidian. His eyes didn't smile at all. "As I was saying before we were so rudely interrupted..." The screaming became gradually louder; it sounded like someone in the final throes of madness from pain. "Oh blast! Pardon me a moment, would you?" He walked to the door and looked back down the hall.

"Tikes! One of the sacrifices is projecting too! Tighten the beam! Yes, we can hear one of them..." He paused. "No, I can't tell which one. Yes, I know. Well, you're spoiled for choice." The screaming suddenly stopped, ending in a horrible coughing burble. "Ah, that's done it. Excellent!"

I wanted to run away, but like any good terrifying dream, I couldn't move. "Who... who are you? Why are you doing this to me?"

"Oh good heavens, you are a persistent one, aren't you?" Since coming back, the old dwarf looked... dead. His skin was pale now, and vaguely rotten looking. Seeing the look on my face, he said "Oh dear, well, less energy means less control. Fair enough. I told you, I'm a relative of yours. Your seventeen-times great grandfather, if you absolutely must know. Lovely to meet you, good to see my line still continues, all of that." At this, I was completely speechless.

"So," the old dwarf went on, "as I was saying, the dwarven and human spiritual powers are having a bit of a disagreement. I represent a third pole of power, and we very much desire to influence the outcome of this little experiment. Is that clear?"

"Spiritual... you mean the GODS? You represent something apart from the human and dwarven GODS?" A suspicion began to dawn on me as to why this old dwarf (family or not) looked dead.

"Yes, yes, Sanctumcoal is a wonderful place, exempt from the influence of those troublesome beings!" The benevolent smile that had appeared so friendly at first looked truly ghastly through the rotten visage in front of me. "As a spirit yourself, you are hardly in a position to judge, you know! Since you are my descendant, I was nominated to come and speak with you. We very much would appreciate your assistance."

"Assistance with... what? I only know a little magic, I..."

At this the old dwarf burst out laughing. "No, my boy, we don't need you to do any rituals! Heavens no, we have enough magical power at Sanctumcoal to bring the entire world to an end if we desire it, we don't need help from deluded amateurs." Still chuckling, he went on "No, as the mayor you can alter the mandates given. We want to strengthen certain energies in this place. The death and destruction here is amazing, and we very much want it to continue. Your first task is to ensure that this proposed move fails. If this site is abandoned, it will be a solid win for the Nifih-Gogol axis, and that won't do at all."

"How am I supposed to..." I raised my hands to gesture, and realized that the paralysis I felt earlier had faded. Without pausing to consider, I ran past the old dwarf and fled down the hall. Cursing behind me echoed down the hall as I ran. Someone cursed as I brushed by them, and I saw the shadowy figures in the back halls ducking out of my way as I ran. I realized then... I wasn't dreaming. This was the real fort. I was awake. And this fort was in deeper trouble than ever before.

12 Obsidian

I can't sleep. I can't eat. I take a different bed every night. Sleeping is dangerous; they might find me. I have seen the lights twice, but HE wasn't able to find me. The smell of rot pervades the halls here. Death chases me. I have written my contacts in the mountainhome. I will find out about this 'family member' and where Sanctumcoal is. If I can just hold out. So tired.

1 Granite

Found a note from Dark One outside my room asking about my condition; not sure how to respond. I haven't slept. I can barely choke down food; it has no taste. When I try to let this body sleep, my spirit feels THEM trying to compel me to obey. If I had known unlife would be like this, I would have found a way to die the true death.

3 Granite

News finally arrived from the mountainhome. It is even worse than I feared. My researcher got in trouble for even asking; this knowledge is deeply proscribed. Sanctumcoal is a tower of necromancers. The second in command at this tower is a dwarf named Ezum Wheelscall... and the genealogists have confirmed that I am descended directly from him in my father's line. I don't know what to do. Do I help them? Do I refuse? I am running out of options.

I smell something foul. Time to move again.

Title: Re: The fate of Doomforests - now without spoilers Post by: mate888 on January 23, 2015, 07:21:14 pm

Live, post! LIVE!!!

Title: Re: The fate of Doomforests - now without spoilers
Post by: Iamblichos on January 23, 2015, 07:25:17 pm

No doubt. How's the new fort coming along, Sal?

Title: Re: The fate of Doomforests - now without spoilers
Post by: Salmeuk on January 23, 2015, 10:22:20 pm

I'll have a post soon. Made it to fall, but not much has happened.

Title: Re: The fate of Doomforests - now without spoilers
Post by: Drokles on January 24, 2015, 01:30:39 am

Quote from: Salmeuk on January 19, 2015, 08:11:50 pm

the pressure amounts! And I suppose I could just edit my second post, in fact that might work splendidly.

Seems this is the only way to do it according to a PM sent to me by Toadyone. If you decide to do so, I'll just delete what's in the OP and write ellipses or something.

By the way. Holy shit, Doomforests is on the move! Only had time to read that now. Good luck, don't forget to bring coffins.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Iamblichos on January 25, 2015, 07:57:48 am

Iamblichos gestures!

The thread shudders and begins to move!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Salmeuk on January 25, 2015, 04:14:26 pm

Soon I shall post. I have not forgotten! Time is short, but I am dedicated.

scurries off to read horribly dry books about brazilian industrialization

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: mate888 on January 25, 2015, 05:06:17 pm

Quote from: Salmeuk on January 25, 2015, 04:14:26 pm

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scurries off to read horribly dry books about brazilian industrialization

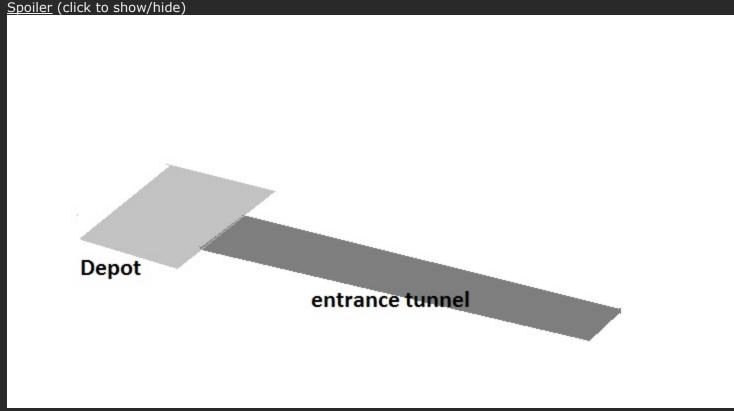
You are from Hueland?

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on January 25, 2015, 10:05:33 pm

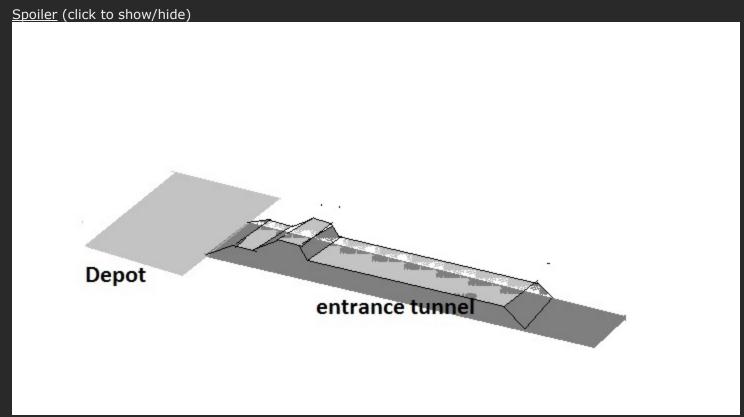
The doctor has spent a lot of time thinking about ways to secure the fort. His lore research has run dry, and Fate and the new legendary minerhave taken over most of his digging duties. This has left old Taupe II with a lot of time on his hands. One morning, he gathers many citizen of the fort to present them with his new project.

-People, I have come up with the most awesome way to defend the fort against invaders. It's deadly, cruel, it won't kill entire sieges, but it will definitely get rid of a dozen or so invaders per assault. AND deliver the goblinite directly to the forge. This is the kind of project that would require several overseers to work, since part of the job must be done during winter. As such, this will not go through unless a majority agree to it!

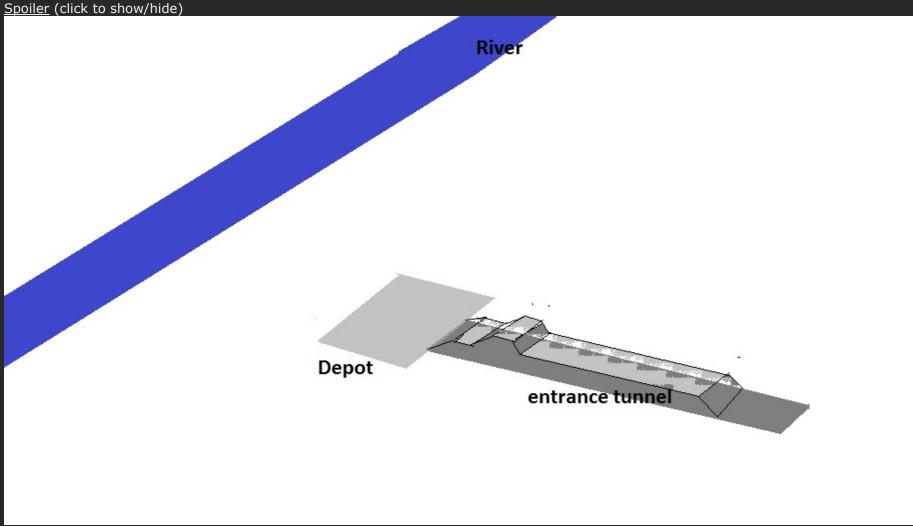
The doctor signals his minion Maxcat, who enters the dinning hall and let a few pieces of canvas circulate among the viewers.



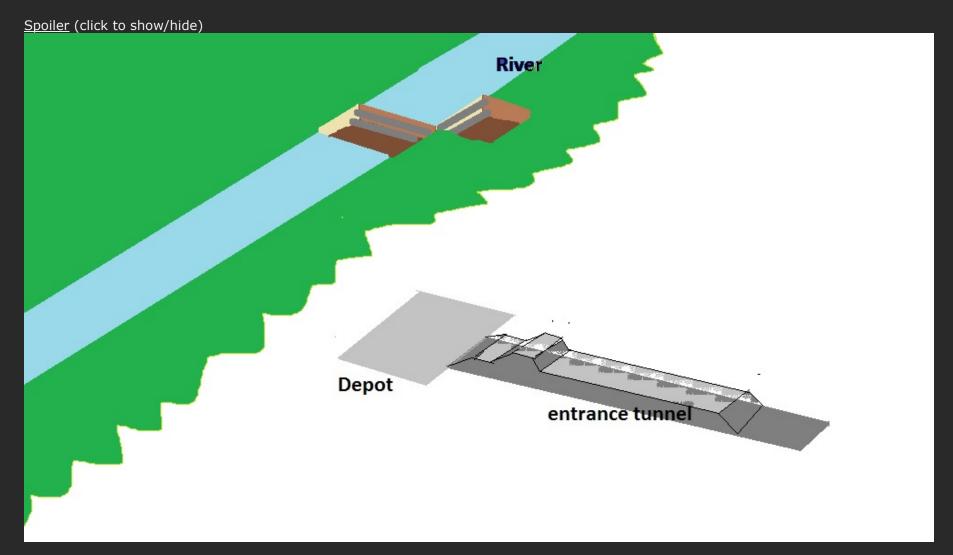
-This, my dear friends, is our entrance tunnel. The bridge has been ommited, so have the sealed tower entrances. But you can see the general layout of the tunnel leading into the trade Depot.



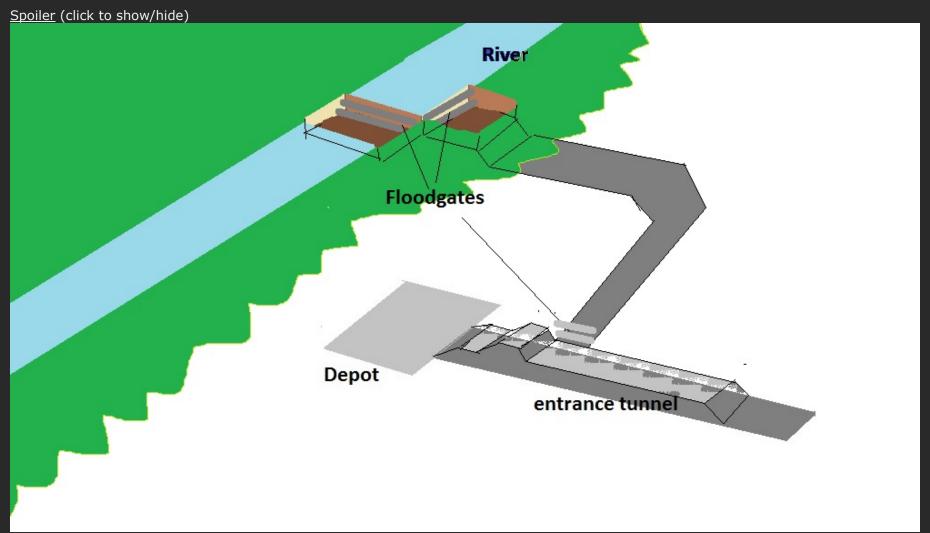
-The first part of this project involves slight modification to this tunnel. The section near the depot will be elevated by two sets of ramps, like so, close to each other. Then, it goes down one ramp shortly after, and this second set of ramp goes about halfway to the entrance. Building the ramps will be easy, removing the ceiling in the tunnel may require some care. We have just enough space to get those two levels up without breaching the surface.



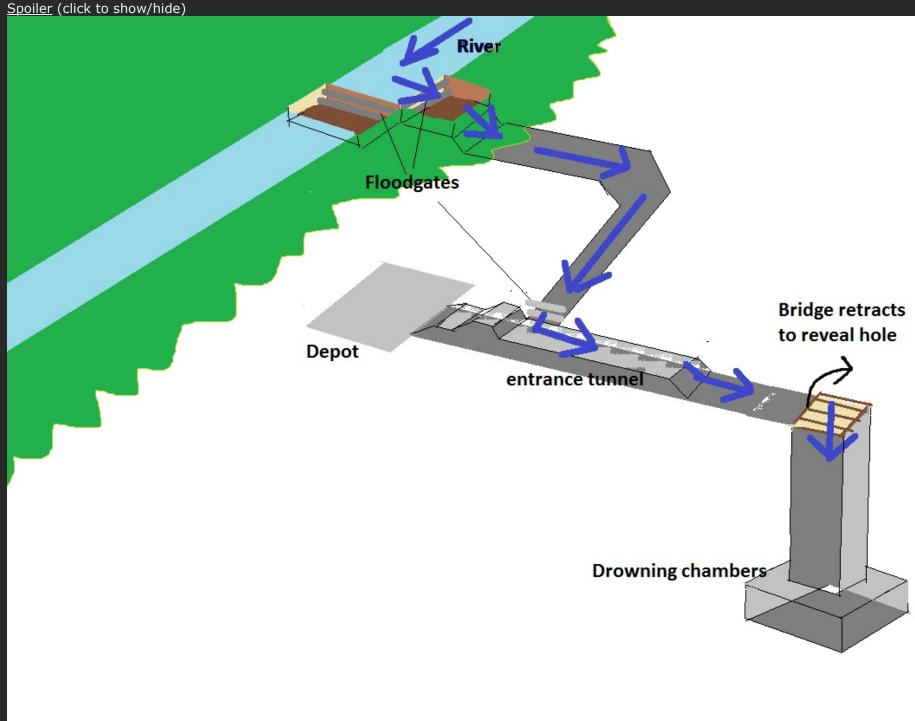
-This magnificient plan is made possible thanks to Doomforests' special layout: a river flows above the fort's entrance, and drops into a waterfall to the east.



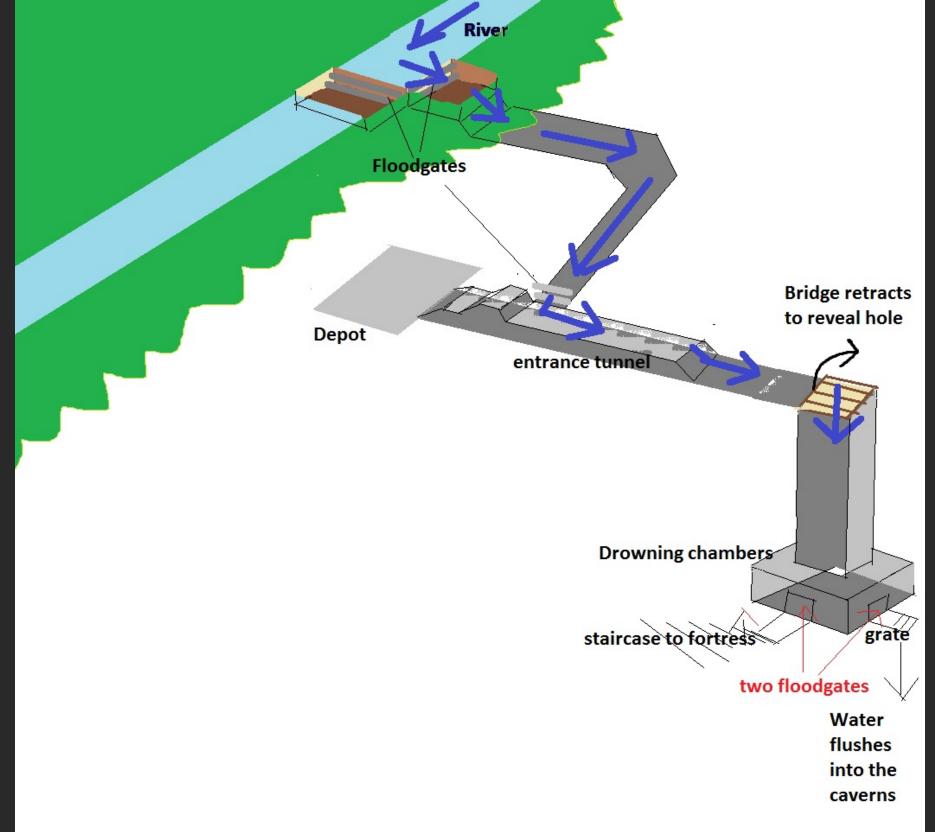
-The second part of this project requires winter. Once the river freezes over, we can dig a channel in the river, and install a set of floodgates. We'll need a similar hole with a floodgate on the bank of the river as well. Those two sets of floodgate will be connected to a lever, that will alternate the two. By flipping the river, we'll stop the river's normal flow and direct it to the side.



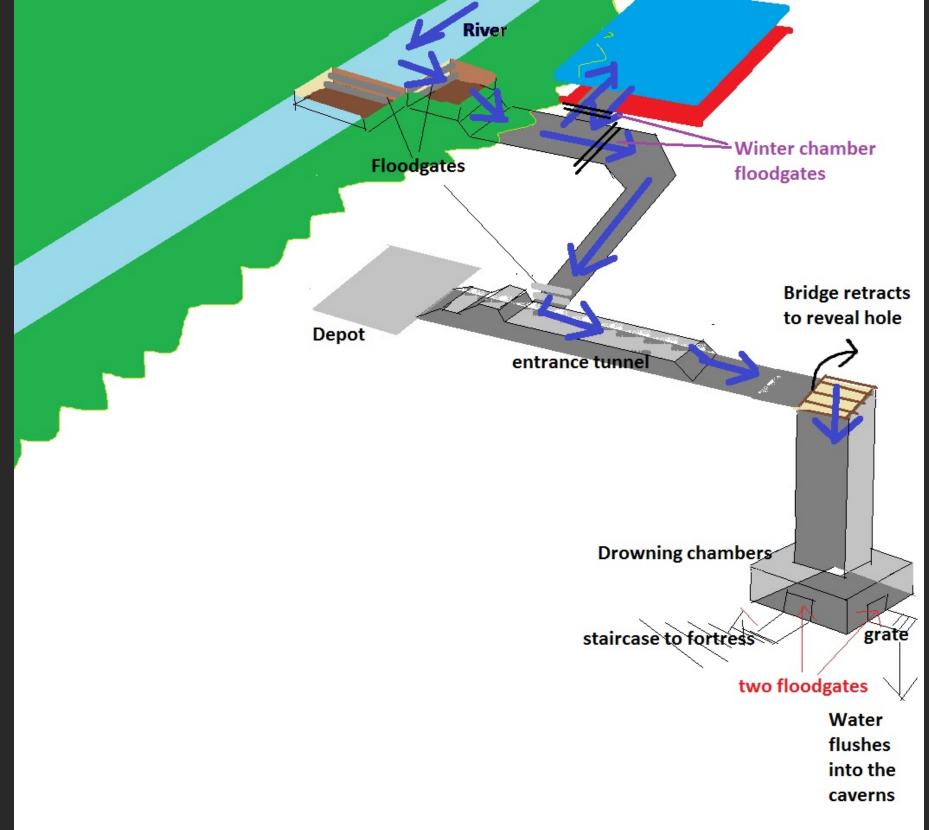
-Once the river is redirected, the water will go to the side, accelerate after going down a ramp, then continue toward the entrance of the fortress. If the ramps are positionned correctly, water will flow toward the entrance, but not the depot. Any potential invaders will be flushed toward the exit.



A bridge at the very entrance retracts, revealing a 3x3 hole that engulfs the river's flow and any goblin travelling with it. The goblins crash into a flooding room, about 6 levels below, and the goblins who don't explode on impact will slowly drown, leaving their belongings intact.



-Once everyone is rightfully dead, we'll need to evacuate all this water. A first floodgate will, on command, reveal a grate connecting to the caverns by a shaft. Water is discarded, sweet goblin loot is kept in the room by the grate. A second floodgate connects to the fortress using a staircase up, allowing haulers to travel only a few leels to retrieve the loot. It goes without saying that once the flooding chamber has been successfully filled and can drown our new visitors, the river should be redirected to it's original course. Less water to empty that way. If we are quick with it, we can probably close the bridge, stop the flow for a moment, and drown more goblins down the shaft by switching the device back on.



-Now, of course, the main weakness of this device is that it doesn't work during winter, because the river freezes. However, we CAN stockpile water in a chamber near the entrance (maybe closer to the base tunnel than this graphic shows, to avoid premature refreeze). All we have to do is pump a layer of magma under the reservoir's floor to keep this water warm during the cold season. Once the chamber fills up, we'll litterally encase our foes in ice, which is pretty badass. Unless of course we add a layer of magma under the drowning chambers, of course. We could also add a small magma arm, and make a third floodgate in the chamber, conecting to a pit, so haulers can incinerate goblin bodies after picking up their loot. Just forbid the bodies, unforbid the gear, and order the dumping of bodies once they are stripped bare.

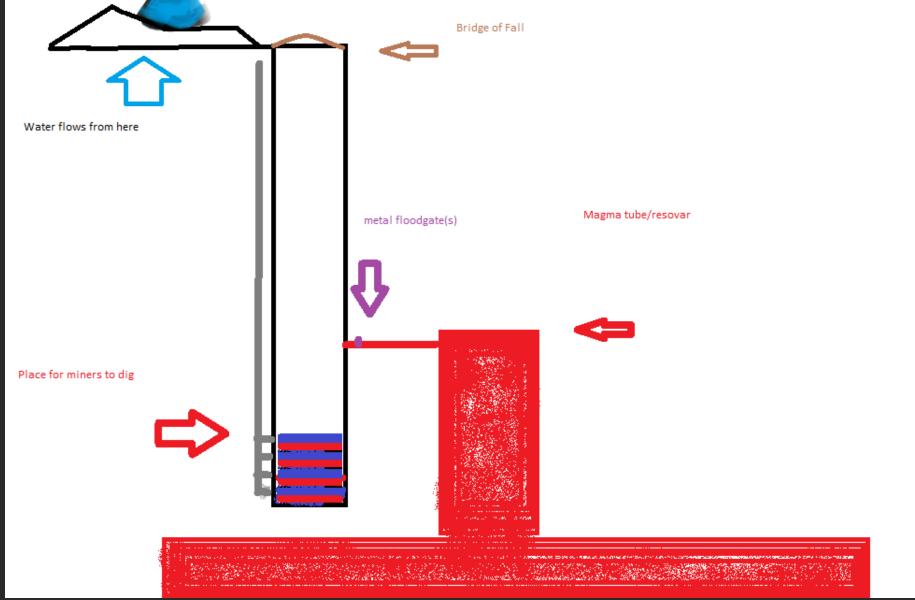
Obviously making this device operational all year long is tricky, and will require extensive machinery. that's why i mention it last. Still, I think the first part is rather simplistic to set up, altho a bit time consuming when it comes to digging the flood chamber itself, because the shafts and the room itself are in stone. The surface tunnels, however, will be a piece of cake because they are made of dirt. Once the basic setup is complete, we'll have an hilarious way to obtain dead goblins.

The main issue i see with this device is that a forgotten beast from the upper cavern could path through the water disposal system if it can fly, but in this case we can just activate the device nonstop and crush the creature under a torrent of water until all its bones break and it drowns at the bottom of the underground lake.

So, who's in?

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: maxcat61 on January 25, 2015, 10:34:48 pm

As the only minion in this fort, I am obligated to speak out first, and attract the wraith of the Overseer. I like the basic idea, but why not take it a step further? Instead of makeing the water drain, and hope the gobos drown, why not use Magma, and Obsidianise them? Here is the how the shaft would have to look like:



I used paint, so quality is low.

This design could be used in succession with no problems, would certainly kill anything caught in it (Fresh Boiled Gobo's anyone?). It would also burn all the pesky cloth, leaving pure goblinite behind. There would be no problems with forgotten beasts, and it would be an infinite source of rocks/cheap swords. This desing is also a bit simpler, and harder to mess up. With proper labeling of the appropriate levers, it could be idiot-proof (Hmm, I wonder what that unlabled lever does? **Dwarven Liason has been found dead, drowned.**Merchants have been found dead).

Also, in case it is not clear, the red stuff on the bottom is the magma sea.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: SkaiaMechanic on January 26, 2015, 12:04:09 am

I like the idea. Killed goblins? Using natural resources? A good chance that somewhere down the line things will go horribly wrong? Although to be fair, I tend to lean towards anything with work put into the pictures.

Maxcat, your design is good, but your logic is off. It's true, the magma would burn the cloth and leave the metal. In normal cases. That's not what's happening here. The iron, cloth, and dead goblins would be drowned in the water. The water that is turning into obsidian. That'll instantly destroy everything, cloth, iron, and corpses alike. (It's actually the only way to take down some impossible forgotten beasts and demons.)

No, I suggest we make it a truly Doomforest-brand trap. Lure an aquatic Forgotten Beast to the drowning chamber. Would it be difficult? Very. Is it practical? Not at all, we still couldn't get the items.

But we will have the most Dwarven "Alligator in the Moat" that could be imagined. And it would be awesome.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: maxcat61 on January 26, 2015, 12:36:34 am

If the order is a problem, have some magma pumped in before, and in-between firings. I also want there to be a chance that things that fall down could survive. If you actually do my design, it will be at least a 50z fall, so you could just put a floor down, occasionally give the pit a magma bath, and call it a day.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: mate888 on January 26, 2015, 07:20:57 pm

Quote from: SkaiaMechanic on January 26, 2015, 12:04:09 am

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But we will have the most Dwarven "Alligator in the Moat" that could be imagined. And it would be awesome.

We do have a giant leech from hell in the caverns, but putting it in the pit would defeat the whole purpouse of retrieving the goblinite. Also, trolls swim very well, apparently, so there should be another floodgate right were the water should stop, so that no little greenskins try to peek their heads out and breath.

Also, I think that the pit should be opened before the water is thrown, in hopes of getting some unfortunate gobbos to fall and break their legs, before throwing the rest in with water.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on January 26, 2015, 07:58:21 pm

Yeah we can probably open the bridge as fast as the water comes in. The graphic is there to show the building steps, but not the actual speed. Once water comes crashing, it should be rather fast.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Iamblichos on January 27, 2015, 06:31:39 am

I seem to remember that there is a fair amount of hematite in Astville... why are we so concerned with mining goblinite? I mean, waste not want not and all that, but if we have plenty of iron ore and a magma smelter, we're pretty well set. They don't wear steel.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on January 27, 2015, 03:21:13 pm

Clothes

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Salmeuk on January 27, 2015, 08:41:14 pm

24th Sandstone, Mid-Autumn

Editors Note: Almost two seasons have passed since the last entry into this dwarfs personal journal, which seems to suggest he was occupied elsewhere. Perhaps it took that long to move everything down? Considering the age and breadth of wealth that Doomforests contained, and the ferocity with which Fath commanded her underlings to move all those goods, I wouldn't be surprised.

It's been some time wince I've had even a moment to jot down my thoughts. These past seasons have been rough on my body - every day was a new barrel to carry, bin to heave or cart to roll. We took everything that a new fortress might need, including wood, food, barrels, bins of trade goods and raw material, smelted ores and bars of coal, weapons, clothing, even entire beds! All of this was thrown down the shaft, to some new location deemed fit by Fath and her council of miners.

We weren't even allowed down there until we finished dumping all these goods. Once we dropped the last of the bins, however, a pathway was show to us and we were all told to grab any last things. This was to be the last time any of us set foot in these halls. In Fath's mind, this move was a purification. For the rest of us, it was inconvenience, heartache and regret: we didn't want to leave these halls because of the memories we shared within them. Unluckily, the coalition of miners who supported Fath and her policies were beefier than the rest of us, even our soldiers. We had no choice in the matter.

As we traveled down the winding path, carved wide enough for a caravan to pass, we stumbled past rough boulders and ungraded ramps. It was clear this new fortress wasn't complete. Arriving, finally, at the entrance itself we were greeted to even more rough stone, along with some half-smoothed walls and two golden gates, set up to protect us from the outside. The fortress itself was of an interesting, if claustrophobic, design. A main corridor wrapped around a magma pipe, with offshoots on each level assigned to the various faculties needed to run a fortress. At the highest level were wide, open rooms suited for craftmaking, followed by some trade-goods storage, then personal rooms and a dormitory, a dining hall, more food storage, and finally the farms.

While I can't criticize the design itself, it all feels too fresh to have meaning. Too forced - just what compelled a dwarf like Fath to give up on our history?

In any case, the rooms are nicer and some dwarves seem to have taken a liking to the new dining room - it isn't full of dessicated corpses or half-chewed bones like the old one. Not to mention the majority of rooms are carved from marble, one of the better kinds of stone to craft from. While I have certain concerns about our future, I can't argue with the cleanliness I see before me.

OOC:

Spoiler (click to show/hide)

http://imgur.com/a/kql46 (http://imgur.com/a/kql46)

Here is an album of what the fortress looks like, in lieu of the DFMA upload that will be coming upon finishing my turn. I wasn't kidding about nothing interesting happening, so we shall see what comes this final winter. Hopefully something to write about!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: mate888 on January 27, 2015, 10:41:56 pm

I feel like all my efforts have been for nothing. :(
Did you also abandoned Astville? And the jails? If so, I'm thrice as sad.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Salmeuk on January 28, 2015, 01:12:54 am

Worry not, mate888! Time will pass, and the dwarves might find their new abodes not as. . . welcoming. . . as they expected.

(haven't you learned? nothing, not even something as dramatic as a forced migration, is permanent.)

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on January 28, 2015, 01:33:11 am

But Astville, man. My awesome rooms! They were so fancy...

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: greatconcavity on January 29, 2015, 02:32:30 pm

Неу,

read the whole thing over the last few days, what a great story full of amazing randomness! My favorite part is where Ast meets Olin seemingly washing his clothes at the well. What a coincidence! Made me laugh harder than candy.

I'm looking forward to the future development of the fort - will the new location bring peace and stability? Also love the design spelled out by Taupe. I prefer water to lava, make the goblins suffer before they die! With magma it always happens in the blink of an eye; also, less chance of random !fun!.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: mate888 on January 29, 2015, 07:22:13 pm

Quote from: Taupe on January 28, 2015, 01:33:11 am

But Astville, man. My awesome rooms! They were so fancy...

I engraved my own room, placed statues on it and added a dining room and study on it! Is it all abandoned? What about the entrance to the exterior? Is it as defendable as the coutryard of Old Doomforests? Is there even an entrance to the exterior?

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: SkaiaMechanic on January 29, 2015, 08:09:27 pm

Yeah, looking at the design I was wondering how the traders got to the Depot. Should be interesting to see how it ties into the rest of the fortress!

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: Taupe on January 29, 2015, 11:32:54 pm

Quote

Is it as defendable as the coutryard of Old Doomforests?

We must not be talking about the same courtyard. Sealable, yes. defensible, hardly. People can climb the wall or jump down inside...

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: PsychoAngel on January 30, 2015, 08:08:21 pm

One doesn't simply mention defenses in Doomforests. You already know that our greatest asset for fortress defense was SOAP of all thinas.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: SkaiaMechanic on January 30, 2015, 08:37:49 pm

Doing okay Salmeuk? You're almost at the two week mark on Feb 2nd. Do you think you'll be ready by then or do you need an extension?

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: mate888 on January 30, 2015, 10:15:55 pm

Quote from: PsychoAngel on January 30, 2015, 08:08:21 pm

One doesn't simply mention defenses in Doomforests. You already know that our greatest asset for fortress defense was SOAP of all things.

Hey, in my shortish experience as overseer, I've seen that trolls can't punch trough solid soap walls.

Also that they aren't that heavy, as a simple bridge works as an effective troll catapult for up to four trolls!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Dark One on January 31, 2015, 04:51:58 pm

Journal of Dark One

All the things necessary for dwarves of Doomforests have been dropped down the shaft, and colonisation of new fortress started. Some say this is for the best, but majority of us feels otherwise. Our history lies here, in this blood soaked halls. Many of our relatives died here, including Geshud. We can't leave it behind, as it is our legacy. A legacy of dwarfkind.

I still follow dark disciples by night. They moves were a mystery to me, but I can finally say that I'm moving forward with my research. One night I've caught one of them. I haven't asked for his name, but divulged many useful informations. I've noted our conversation:

- *After I caught him waiting for his brethren on the way to the Astville*
- Your quest is vain, you can't stop what has begun many years ago! I won't tell you anything!
- Let's go!
- Where?!
- *He struggled with me for a while, but I've managed to drag him to the forgesst
- Will you answer my questions?
- No way! I will endure any torture, I won't say anything!
- Hmmph, let's see if your beard is magma safe then!
- *I grab his head, and move his face closer to the surface of the magma sea. Only a few little urists stop his beard from contact with molten rock. I took him back. He was horrified*
- And now?
- I'm only a servant of our brotherhood, I don't have any useful information!
- I saw that you are communicating by random gestures, teach me your language.
- Ok, take this book, we give them to new disciples.
- *He gives me a leatherbound tome. Opening it I saw gestures with translations in dwarven language*
- Where is your main hall?
- Servants meet in the hallways and exchange duties. I don't know where the main base is.
- Do you know who is a full member of your brotherhood?
- No, but I'm awaiting promotion.
- Great, we will meet soon!
- * I walked away*

It seems that they are aware of my moves. I wonder if dark disciples would move their new base to the new fortress. Time to sleep.

I woke up on the rock floating in the void. I can't see anything over a horizon. I hear a somehow familiar voice You'll know soon! They will deceive you Dark One! I try to find it's source, but there is none. Suddenly a being composed of light appears. The Light of Glory has come!

- Greetings my servant!
- *It looks at me, as if reading from my soul*
- I see that something troubles you, what is it?
- Do you deceive me?
- What?
- I ask again. Do you deceive me?
- Well... The ways of a god can't be understood by a mortal!
- Tell me the truth!
- *I make a gesture I saw in the book that a disciple gave me. It had no translation, and I was curious what it meant. Suddenly vortexes of black energy appear. They are coming closer, I can feel the power going through my veins, and accumulating within me. I'm suck inside one of them, and suddenly scenery changes. We are standing on top a tower, high above the ground*
- What happened? I feel strange...
- I am The Light of Glory, holder of truth and your master! Yield and you shall be spared!
- No! Show your true form. Show yourself! SHOW YOURSELF!
- *I gesture again, and light disappears revealing a dwarf standing in front of me*
- I am the master of this tower! I am the necromancer! Before I'll disintegrate you, what is your last wish?
- *I think for a while. A crawling sensation goes up my spine. I ask*
- Why me? Why from many other dwarves I have been chosen by Geshud... and you?
- It's easy. Remember what Osp told you? You are soulles!
- What does it mean?
- Everything is infused with energies flowing from beyond. Without them life would escape the mortal boundaries. There'll be no dwarves, or any other living entity. Each being alive haves a soul. In lower creatures it's a substance flowing within veins and arteries. It makes it possible to claim life giving energy. Souls of sentient beings are creation of will, as sentients don't create that specific substance. Lower beings must produce a substance, and if a willpower of sentient is high enough, it can literally unmake itself! How interesting!

- And...

- You are soulles. You don't produce the substance, and you don't have a soul. You don't need any energy at all, but you can still absorb energy!

- What if I overcharge?

- This is the best, you can't overcharge! Souls determine a capacity of energy that cen be held by a living being. Without a soul you can take as many energy as you want!

- Why am I soulles?

- You are among the few beings that were rejected by the life and death themselves. You are not alive and you can't die. If your mortal form is destroyed, you are sent away to The Great Beyond. You still can come back from them. It's just a matter of time.
- Then again I ask, why me?
- An immortal being that can absorb unlimited quantities of magic and other energies is a great asset for ambitious necromancer! Now stand still, and I'll disintegrate your legs and hands, so you can't escape me!

I make a mockingly grin

- If I can absorb any energy, I can absorb your spells as well!
- *I look at his face. He seems to be surprised and angered at the same time*

- Then I'll use conventional ways!

He gestures, and dark disciples appear. They explode into flesh and puddles of blood. The bloody mass starts to grow and form a horrifying being. It says

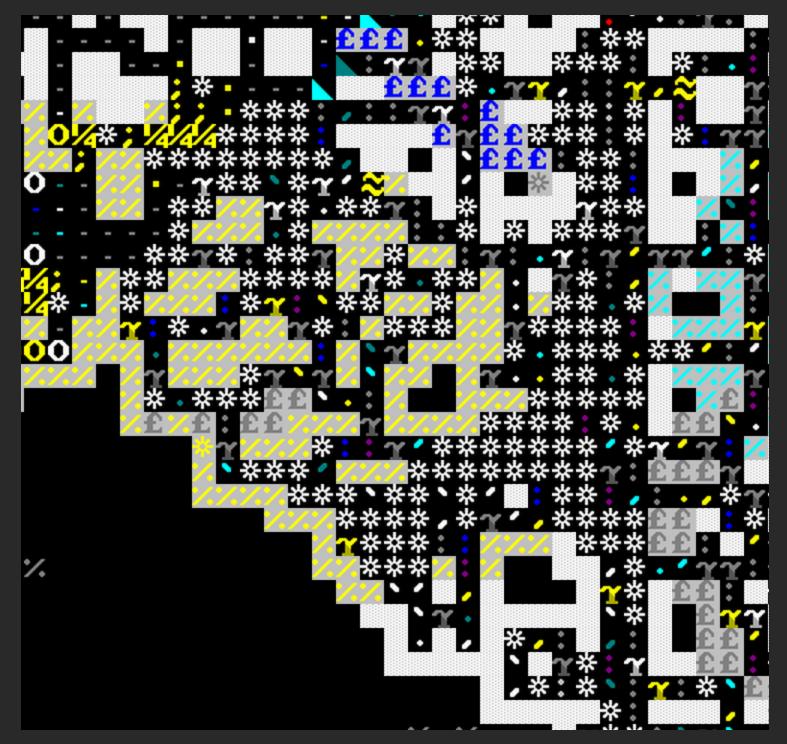
- WE ARE SALMEUK! WE ARE MANY-AS-ONE!

- *It rushes towards me, but I jump out of it's reach and leap over the edge. When falling down I make a gesture...*
- I wake up in my bed. Crawling sensation goes up my spine. I feel a strong pain in my chest. I'm barely breathing. I... must...

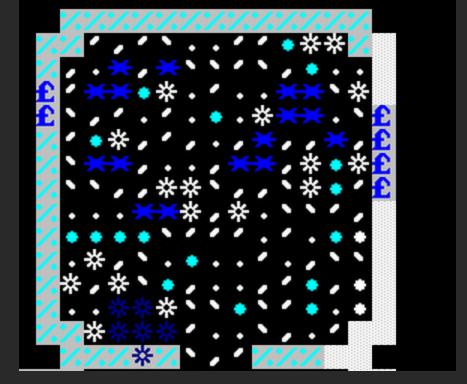
Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Salmeuk on February 02, 2015, 01:29:30 am

18th Timber

We opened a pathway to the caverns today, and closed it off with the artifact door, previously created by Maxcat.



Much to our surprise, the cavern floor was covered in webs. Up to our hips! The small cave spiders must have been constructing webs for centuries undisturbed. Should we find some extra hands, it would be extremely profitable to collect and sell all these webs. We might not even need to enter the caverns, as the spiders have already managed to slip their way past the door and are layering new webs within our freshly-carved rooms.



25th Timber



One of our miners, when pumping water into the farms, managed to get caught in the backflow and fling himself out into the deep lake that fills the lower cavern. We assumed him dead - for this happened a few weeks ago - but just today he reappeared. He told us a short but disturbing tale. Almost drowning from the shock, Urvad managed to pull himself up and onto the cap of a giant mushroom. He thought himself stuck and lost, until he heard the sounds of a party echoing from the west. He took his pick and dug from pillar to pillar, constructing crude bridges as he went, eventually placing himself next to the sounds. After mining for a time he broke through into our harvest storage room! While he isn't a well known dwarf, people were nevertheless happy to see a member of our community returned safely.

5th Opal A giant mole snuck past our artifact door today. He isn't much of a threat, in fact I think he is more afraid of us than we are of him!



29th Obsidian

I was walking to my own room when Fath stumbled out of her door and hailed me.

"How long have I been asleep?" She mumbled, apparently disoriented.

"Well, considering I last saw you awake yesterday probably not very long at all?"

As her eyes adjusted, she began to look more and more disturbed.

"Where are we? Who are you? What calendar is it?"

"Uh, well, we're in that new fortress you had us build, and I'm just a mas-"

"Wait, WHAT?!"

And that, my friends, is the story of how an ethereal being abruptly left the mind it had stolen for a year. Fath quickly adjusted back into society, but we were left with one big question: if this new fortress had been the project of a malevolent spirit, does it make any sense to stay put?

Before I forgot, I told the miners to dig a shaft over to the staircase to Astville. Should we need to return, it's as easy as completing the

OOC:

Spoiler (click to show/hide)

Apologies for the relatively light entries / pushing my time limit to the MAX - school wrecked me this past week and I've had very little creative motivation. Save here:

http://dffd.bay12games.com/file.php?id=10534

All I can say about the move is that it improved my fps from ~40 to about ~90. Not only do the dwarves have to walk less (that convoluted passageway to Astville was, well, convoluted) there is less stuff within their reach. You can actually accomplish tasks with spare dwarfpower, rather than watching them endlessly haul xXcave spider silk left socksXx.

I can't tell you to stay away from the old fortress, but if you do choose to breach the staircase I recommend careful forethought: not everything is forbidden and connecting the two fortress sections might results in endless dwarven stockpiling.

If you want to control the golden bridges, the levers are in the staircase room just to the south, and their placement is respective to the bridge they open.

Projects? Anything, really. More individual rooms, large stockpiles, setting up a silk industry (so much silk), building a barracks, etc.

Also letting you guys know I will be responsible for the OP from now on as Drokles has stepped down. Let me know if you have suggestions or want a quote posted.

Oh, and here is the DFMA before I forget. http://mkv25.net/dfma/poi-32399-crafts

Add more PoI's if you wish!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on February 02, 2015, 02:43:32 am

Quote

Add more PoI's if you wish!

It would be a shame if people couldn't locate the wuvable room at first glance...

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: SkaiaMechanic on February 02, 2015, 03:15:35 am

This is a dwarven fortress. All craftdwarfship is of the highest quality. It is encrusted with magma and productivity and is encircled with bands of silver. It menaces with spikes of FPS.

On the item is a picture of Fath Clobberedhammer the dwarf wearing a rutile hat. The dwarf is possessed.

On the item is a picture of dwarves surrounding Salmeuk. The dwarves are rejecting Salmeuk. The artwork relates to the complaining of the construction of a new fortress in the area of Doomforests in 1057.

On the item is a picture of dwarves. The dwarves are surprised. The artwork relates to the discovery of an actual purpose behind the new fortress in Doomforests.

Beware its webs!

Sadly, it was a possession, so no legendary architect. And yes, I am quite surprised the forced move had an actual good reason behind it. Well done!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: maxcat61 on February 02, 2015, 08:55:47 am

At last, I have been chosen to command the fort. While this is an unexpected honor, the fort is on the brink of madness. To make things worse, I have recently received a letter from the Committee of Dieing Horrible Deaths, regarding the lack of Horrible Deaths. Their quota has not been filled, and they are displeased. Most of the dwarves here are unhappy, and under a lot of stress. Moving does that to people. The mayor doesn't have a room, so the dwarves don't know where to go to cry. There is no captain of the guard, and 1/2 of the workforce is idle. There are no barracks for the militia to train. The Magma Forges are open to anything that can swim in magma (Crabs, imps, and other !!fun!! stuff). There is a bridge across the magma pipe that is open to the caverns, and has signs of being attacked by Giant Spiders. No wonder this fort only has 46 dwarves, despite it's age. On the plus side, I don't think that food will ever be an issue, as there are 4277 ursts of food, which is a little more then 90 ursts per dwarf. Spoiler (click to show/hide)

Metropolis Okbodfotthor, "Doomforests"

Animals Kitchen Stone Stocks Health Justice

```
439996*
2266*
Created Wealth:
                                Population:
                                                  46
                                                      9
 Armor and Garb:
                                Miners
                                                                                   None
                                                      2
                                Woodworkers
                                                                                   None
 Other Objects:
                                Stoneworkers
                                                  1
                                                      10
                                                             Swordsdwarves
                                                                               None
 Architecture:
                                                      None
                                                                               8
                                                                                  None
                                                             Swordmasters
 Displayed:
                                Metalsmiths
                                                  ⊕
                                                                                   None
                                                      4
 Held/Worn:
                                                  ◐
                                                      None
                                                                                   None
                                Jewelers
                                                             Hammerdwarves
                                                      3
                                                                                   None
                                Nobles/Admins
                    307911*
Imported Wealth:
                                                      1
                                                             Hammer Lords
                                                                                   None
                                                  0
                                                             Speardwarves
                                                                                   None
                                Peasants
                                                      1
                                                      6
Exported Wealth:
                                                             Spearmasters
Marksdwarves
                    37237*
                                                                                   None
                                                                                   None
                                                      9
                                                  ◐
                                                                                   None
Food Stores:
                4318
                                                             Elite Mrksdwrvs
                                Farmers
                        994
685
                                                      None
                                                             Wrestlers
         435
                Seeds
Drink
                                                                               8
                                                                                   None
 Fish
         17
                                Trained Animals A
                                                      None
                                                             Elite Wrestlers
                                                                               ÷
                                                                                   None
         812
                0ther
                        1375
                                                      13
                                                             Recruit/Others
 Plant
                                Other Animals
                                                                               8
                                                                                   None
```

I have imminently started digging out quarters for the mayor, and the barracks.

Did you know that we had 6 ghosts? I said had, because I built some slabs, and got rid of them all. We also had no coffins, which is always a bad sign. There appears to be a cave spider lurking somewhere in the fort, because webs just keep on appearing out of

nowhere. However, there have been no sightings, and no attacks, so I will let sleeping spiders lie.

3rd Granite

A dwarf made a marble toy axe called Sewerduty. It has some art of some humans killing each other. Spoiler (click to show/hide)

Kadôl Amemlogem, Engraver has created Othsaletest Stinthäd Catten, a marble toy axe!

Press Enter to close Mindow Othsaletest Stinthäd Catten, "Sewerduty th Thtr of Chnnlng", a mrbl ty ax

This is a marble toy axe. All craftsdwarfship is of the highest quality. It is decorated with bayberry wood, pig bone and giant cave spider silk and encircled with bands of round marble cabochons and giant cockatiel bone. This object menaces with spikes of llama wool. On the item is an image of a soybean plant in blue peafowl bone. On the item is an image of on the item is an image of Stran Rulerthroats the human and Acik Clawwhisks the human in llama wool. Acik Clawwhisks is striking down Stran Rulerthroats. The artwork relates to the killing of the human Stran Rulerthroats by the human Acik Clawwhisks in The Rapid Hill in 999.

15th Granite

Elves came to trade. While bring cages to the depot, a troll escapes. After a brutal 1v1 fight with a nearby swordsdwarf, the troll dies. The swordsdwarf is bruised all over, and had his nose and ear pulped. A few more trolls escape. The militia is crippled by the sun.

My beard sense is acting up. Apparently, Salmeuk III was somehow trapped in the caverns, along with Senshuken II. Despite having a pick, and knowing where the fort was, she just sat there and whined about being hungry. I am digging a tunnel to go save them. Alas, I dig too late. Salmeuk III dies of starvation when the miner is 3 blocks away from piercing the cavern, along with Senshuken. They die 2 blocks away from each other. I leave their corpses there as a message: don't let dwarves wander the caverns. Why were they there? How did the previous overseer ignore them? These are questions I have no answers for.

While I was having some new workshops placed, and their walls smothed, I took a look at one of the engravers, and started to wonder how she is still alive. Her new nickname is "Frankenstean".

Spoiler (click to show/hide)

"I was haunted by the ghost. That was so frightful."

"I was haunted by the ghost. That was so frightful."

"I was haunted by the ghost. That was so frightful."

She feels satisfied at work, She is frightened after being haunted by the dead, Within the last season, she was disgusted after being nauscated by the sun. She was blisful after sleeping in a very good bedroom. She felt inited after being unable to find somebody in charge to cry on. She felt pleasure near a fair fable.

She is a casual worthinger of Olive the Beard of Ferindities, a worthinger of Indiana, She is the daughter of Tulon Notcharrow and Maful Wheelseneralds. She is a casual worthinger of Olive the Beard of Ferindities, a worthinger of Indiana, She is a forest contained to the Indiana She is a casual worthinger of Olive the Beard of Ferindities, a worthinger of Indiana. She is a forest casual to the Indiana She is a forest casual to Indiana She is a forest casual She is a forest c

Felsite 2nd: There was great rejoicing.

`Nekoexmachina' Rovodân, Ghostly Rude Asshat has been put to rest.

Felsite 18th

A dwarf is depressed. They all feel like they are under a lot of stress. As such, I am initiating project CHER (Can Happiness Ever Rule?). 20 copper statues are being made in the forges, and a slab memorial has been created. In addition, I am smoothing all the walls, and giving dwarfs individual rooms. However, there are only 44 dwarves, so everything will take time.

End Spring

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: mate888 on February 02, 2015, 11:35:40 pm

Nope, ignore this silly double post.

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: mate888 on February 02, 2015, 11:37:21 pm

Journal of Mate the 888th, Hammerer of New Doomforests

HOW DID A GHOST POSSESSING FATH FORCED US TO ABANDON OUR HOMES, OUR HISTORY, MY OUR PRETTY STATUE GARDEN AND EVERYTHING ELSE, AND NOBODY EVER TRIED TO STOP IT?!

AAAAAAAARHG! I would strangle her if she wasn't a woman. I'm a sexy, sexy Latino gentledwarf, I'm never violent towards women. I'll go discharge my utter fury on a crundle or an unjustly condemned prisioner.

A crundle has been found, horribly splatted with a hammer!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on February 02, 2015, 11:59:12 pm

Quote

A few more trolls escape. The militia is crippled by the sun.

Hostiles in cages register as pet under the trading section, but are not. If you order one to be moved to the depot, it'll be set free instead of the dwarves carrying the cage. Avoid offering our POWs for trade in the future, people. UNLESS you station the milicia nearby and plan to use this as an easy way to let them free and kill them, that is.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Salmeuk on February 03, 2015, 01:37:23 am

Quote from: maxcat61 on February 02, 2015, 08:55:47 am

The Magma Forges are open to anything that can swim in magma (Crabs, imps, and other !!fun!! stuff)

No! I built a set of iron bars between the magma pipe and the channels full of magma. I think that they won't melt, and should be able to

prevent swimming things from entering.

Uh, I would double check that they haven't melted, though.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: maxcat61 on February 03, 2015, 10:49:35 am

Yeah, the bars are there, I just have a phobia of open spaces above magma. It usually leads to !!fun!! in my forts.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Iamblichos on February 03, 2015, 11:51:14 am

Just make sure not to spar down there :)

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: PyroTechno on February 03, 2015, 04:33:16 pm

Okay, so this is my first post here. I would love to be dwarfed and take a turn. There's only a couple problems.

- 1. I have no idea how to download the save. Once it's on my computer, I can get it into the DF folder just fine, though.
- 2. I have no idea how to upload the save.
- 3. I have no idea how to put up images on this forum.

As for my DF skills, I have made three different successful fortresses, two in DF2012 and one in DF2014. I eventually retired due to lag/got bored and genned a different world. I have also successfully failed twice in DF2014, and hesitate to touch an evil biome with a ten-AU pole. Acid rain is a terrifying thing. If I do end up joining this, it will be my first succession fortress.

My computer runs on Windows Vista Business, because I got it as a gift from a friend who got it from one of her friends who got it from her workplace, where they decided to upgrade. Therefore, it can barely run DF. Don't be surprised if I run into problems and have to abstain from playing. That being said, it has run DF before and it will run it again.

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: mate888 on February 03, 2015, 04:40:36 pm

Quote from: PyroTechno on February 03, 2015, 04:33:16 pm

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- 1- Download it, enter to the DF folder, then into Data, then into the Save folder and put the "region3" folder that is in the Rar you just downloaded into the folder. Then you can play.
- 2- I knew that one but I kinda forgot :/
- 3- Press the key that says "IMP PNT" (I guess it'll say that, I have a Latin American keyboard. Then enter to MS Paint and press CTRL + V. The screenshot will appear there. Then save it and upload it to Imgur.

About the first succession fort thing, this was my first too and my first successful fort. You'll have a lot of fun. Enjoy!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: PyroTechno on February 03, 2015, 05:09:24 pm

Quote from: mate888 on February 03, 2015, 04:40:36 pm

Quote from: PyroTechno on February 03, 2015, 04:33:16 pm

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- 3. I have no idea how to put up images on this forum.

As for my DF skills, I have made three different successful fortresses, two in DF2012 and one in DF2014. I eventually retired due to lag/got bored and genned a different world. I have also successfully failed twice in DF2014, and hesitate to touch an evil biome with a ten-AU pole. Acid rain is a terrifying thing. If I do end up joining this, it will be my first succession fortress.

My computer runs on Windows Vista Business, because I got it as a gift from a friend who got it from one of her friends who got it from her workplace, where they decided to upgrade. Therefore, it can barely run DF. Don't be surprised if I run into problems and have to abstain from playing. That being said, it has run DF before and it will run it

1- Download it, enter to the DF folder, then into Data, then into the Save folder and put the "region3" folder that is in the Rar you just downloaded into the folder. Then you can

2- I knew that one but I kinda forgot :/

3- Press the key that says "IMP PNT" (I guess it'll say that, I have a Latin American keyboard. Then enter to MS Paint and press CTRL + V. The screenshot will appear there. Then save it and upload it to Imgur.

About the first succession fort thing, this was my first too and my first succsessful fort. You'll have a lot of fun.

- 1. I know how to enter it into the DF folder, as I said in my post. I was asking where to download it from and how to download it.
- 2. Hopefully someone else will respond, too, then.
- 3. I already know how to take screenshots and upload them to Imgur. I was asking how to take that Imgur upload and put it up on this forum. Is it just standard BB code or something?

Thank you for responding to my post! I kind of half expected everyone to blow off the noob. I appreciate the quick response, even if it didn't really answer my questions.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: SkaiaMechanic on February 03, 2015, 05:24:32 pm

1. and 2. We can easily upload and download the file through the DFFD, or Dwarf Fortress File Depot, which is located at...

http://dffd.bay12games.com/index.php (http://dffd.bay12games.com/index.php)

The hosting has recently been transferred over to Toady One so there shouldn't be any problems with it.

3. If you have the image uploaded on Imgur, you can just view the image and see a bunch of links on the side of how to link it. Choose the HTML one for forums and copy/paste it right into the text. Imgur also allows you to crop photos so you can focus more on whatever is important on the screen at the time, and make your post easier to read.

Quote Salmeuk's post above for examples of both image placement (though we normally put them in spoilers to save space like maxcat did) and a link to the latest file of Doomforests through DFFD.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: maxcat61 on February 03, 2015, 07:16:14 pm

Hemitite 3rd

SEAL THE GATES.

The bridge is raised with no problems. The only interesting member of the siege is a Troll Swordsman.

A secret, redundant, and pointless digging is going on. Not much else is happening.

Malchite 3rd

Artifact Wooden Casket has been made. I guess that's a sign that a SuperMinion needs a Super Tomb.

I also found these gems of artwork:

Spoiler (click to show/hide)

Engraved on the wall is a superiorly designed image of Udil Basincanyon the dwarf and Snustrok Deepstandards the Prime Hero the forgotten beast by 'Drazoth II' Fikodudesh. Udil Basincanyon is making a plaintive gesture. Snustrok Deepstandards the Prime Hero is laughing. The artwork relates to the mortal wounding of the dwarf Udil Basincanyon by the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1054 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1054 during The *copper statue of 'Drokles' Chainglaze*

This is a superior quality copper statue of 'Drokles' Chainglaze. The item is a superiorly designed image of 'Drokles' Chainglaze the dwarf and animal traps in copper by 'Drokles II' Mözirlikot. 'Drokles' Chainglaze is admiring the animal traps.

So, we are out of seeds, have enough food and booze to last years, have a well, militia is training, and everyone has individual 2x3 rooms. The craftsdwarves are making a ton of crafts.

Autumn has arrived, Summer is over.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Salmeuk on February 03, 2015, 07:17:29 pm

Quote from: SkaiaMechanic on February 03, 2015, 05:24:32 pm

Quote Salmeuk's post above for examples of both image placement (though we normally put them in spoilers to save space like maxcat did) and a link to the latest file of Doomforests through DFFD.

The code is (img]*insert url here*[/img) but with brackets on the ends, obviously.

And yeah I usually just for-go spoilering images out of laziness / making it easier to quickly read.

I also had no idea that it had been transferred, so that's awesome! Hopefully it doesn't pressure toady too much when it comes to paying for it.

And I've added you to the lengthy turn list, PyroTechno. If it ever comes to your turn I'll send a pm off.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: PyroTechno on February 03, 2015, 09:45:53 pm

Quote from: Salmeuk on February 03, 2015, 07:17:29 pm

Quote from: SkaiaMechanic on February 03, 2015, 05:24:32 pm

Quote Salmeuk's post above for examples of both image placement (though we normally put them in spoilers to save space like maxcat did) and a link to the latest file of Doomforests through DFFD.

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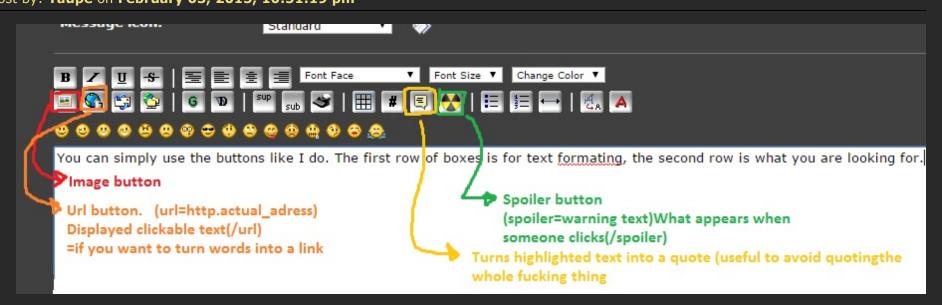
I assume spoilers are (spoiler] and [/spoiler) with brackets on the ends as well, then?

Thank you for adding me to the list. If my turn ever arrives, it shall be glorious.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: TechnoXan on February 03, 2015, 10:40:54 pm

Hi everybody, great fort, I am still reading, but I would love to be dwarfed! And, maybe after I figure out how to get my kill to death ratio for a ferric elf and my milita to stop being 1/6 (not in my favor 8)) I might enter in for a turn. Oh and I am also new to participating in succession forts, I have read a few. My favorite was Gemclod and this sounds like it will be even better!! :D

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on February 03, 2015, 10:51:19 pm



Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: PyroTechno on February 04, 2015, 12:58:27 pm

Quote from: TechnoXan on February 03, 2015, 10:40:54 pm

Hi everybody great fort, I am still reading, but I would love to be dwarfed! And, maybe after I figure out how to get my kill to death ratio for a ferric elf and my milita to stop being 1/6 (not in my favor 8)) I might enter in for a turn. Oh and I am also new to participating in succesion forts, I have read a few. My favorite was Gemclod and this sounds like it will be even better!! :D

My personal favorite, as is to be expected, is Boatmurdered. Also, nice to see I'm not the only new one. Quote from: Taupe on February 03, 2015, 10:51:19 pm

▼ Font Size ▼ Change Color ▼ sup sub 😂 🗏 # 🗐 🥎 You can simply use the buttons like I do. The first row of boxes is for text formating, the second row is what you are looking for. Image button Spoiler button Url button. (url=http.actual_adress) (spoiler=warning text)What appears when Displayed clickable text(/url) someone clicks(/spoiler) =if you want to turn words into a link Turns highlighted text into a quote (useful to avoid quotingthe whole fucking thing

Thank you for your help here, it is greatly appreciated.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Salmeuk on February 04, 2015, 07:57:38 pm

--->PyroTechno

--->TechnoXan

Is this some sort of techno-conspiracy?

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on February 04, 2015, 11:13:07 pm

The technocratic union is not a real thing. Please follow those two men in black to a white cell to get your facts checked.

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: PyroTechno on February 04, 2015, 11:15:52 pm

Techno what?

Ha ha ha ha ha ha ha, no there isn't anything like that. Really. Stop looking at me like that.

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: TechnoXan on February 05, 2015, 01:19:14 pm

Hahaha⊜⊜....

Techno#2 whatever you do, don't tell them about....about The Plan

No one can know.

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: PyroTechno on February 05, 2015, 01:30:13 pm

Quote from: TechnoXan on February 05, 2015, 01:19:14 pm

Techno#2

>:(Excuse me!?!?!?

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: mate888 on February 05, 2015, 04:43:13 pm

Quote from: Salmeuk on February 04, 2015, 07:57:38 pm

--->PyroTechno

--->TechnoXan

Is this some sort of techno-conspiracy?

Oh, Lord. Another conspiracy in the Doomforests thread?

I'm all up for this.

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: **Taupe** on **February 05, 2015, 06:04:23 pm**

Well, I never asked for this!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: maxcat61 on February 05, 2015, 06:47:16 pm

t by. maxcator on February 05, 2015, 00.47.10 pir

Sandstone 5th

A caravan from the homelands has arrived.

I traded some stuff, and took all their food and anvils, along with some equipment.

Sandstone 11th

A were-Racoon came. It attacked a furnace operator and an engraver, then ran away. The 2 survivors are being quarantined.

Timber 8th

The 2 survives turn into racoons. What a shock. The furnace operator is swiftly chopped into little pieces. The engraver fights an axedwarf 1v1, and dies after almost taking an arm and a leg from the said axedwarf. The axedwarf just walked (crawled) away, and is almost finished healing his wounds. The ironic is evedent, concidering where he is.



Just in-between the graveyard and my tomb. I expect to hear a few bad jokes about him.

Timber 27th

A marksman makes an artifact bone gauntlet. Worth 14,640*, and has no interesting artwork.

I am digging out a hospital, building a jail that meets the standards of the Magma Carta, and making some silk clothing. I am also making a 18z fall for killing invaders.

Autumn has ended, Winter has begun.

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: maxcat61 on February 05, 2015, 07:54:07 pm

Moonstone 7th

The Were Racoons strike again. One of the soldiers transformed, and killed 3 civilians. Fort population is now at 39. There were no migrants this season. Baby minister was among the dead.

Opal 3rd

Prepare for lots of smoke: Spoiler (click to show/hide)

The Forgotten Beast Båx Esnustos Oguraspâd Ngokang has come! A huge blob composed of flame. It has wings and it undulate

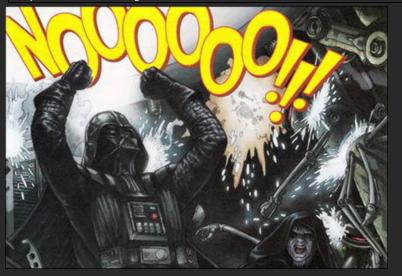
Press Enter to close window=

Title: Re: The fate of Doomforests - Where Anything Fights Anything

Post by: Taupe on February 05, 2015, 08:10:11 pm

Quote

Baby minister was among the dead.



Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: TechnoXan on February 05, 2015, 08:15:01 pm

Oh snap! Bax sounds positively horrifying!!

Oh and fine, Pyro, your totally #1. 😂 😂

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: SkaiaMechanic on February 05, 2015, 09:05:19 pm

A giant ball of flying fire. What's the worst that could happen? Sounds like !!FUN!! to me!

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: maxcat61 on February 05, 2015, 09:28:36 pm

You know, sometimes I wonder why I do things. Then I see other things. Now I understand.

Bah, too vague.

I had decided that I wanted my water supply to come from the waterfall (Which is frozen 3/4 seasons) when I began my turn, late in the evening. The past 2 seasons, I had been wondering what I had been thinking. Then I see that horrifying forgotten beast, and decide that the idea wasn't so bad. To sum up my issues with water in this fort in a MTG card:



A lot of named dwarfs died this turn. I will make a list of them tomorrow, and then re-dworf as many as possibly. Good news, though. There is no Mate the 900th yet.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: Taupe on February 05, 2015, 11:07:40 pm

You mean, people even more important than BABY MINISTER died?

And yeah, loled at that card. I believe there exists a MTG quote for any possible situation.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: SkaiaMechanic on February 05, 2015, 11:33:11 pm

If I died, make me the next in line for broker, if they aren't named already.

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: maxcat61 on February 06, 2015, 05:24:15 pm

The dead: Baby Minister Salmeux III

Senshuken II Along with some nameless peons. Just think: there is a season left to go.

I have decided that, with the absence of trees, all new barrels will be made from lead.

Granite 1

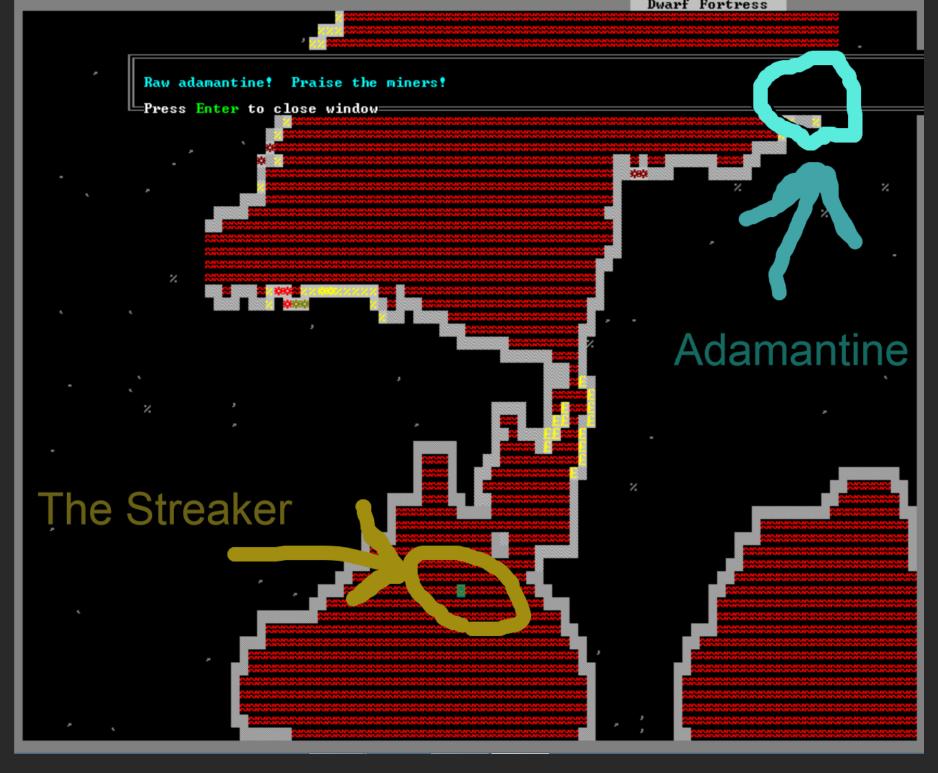
A dwarf claimed a clothers shop for a project. Needed leather, but we had none.

Granite 7

Dwarf just went mad. Started streaking.

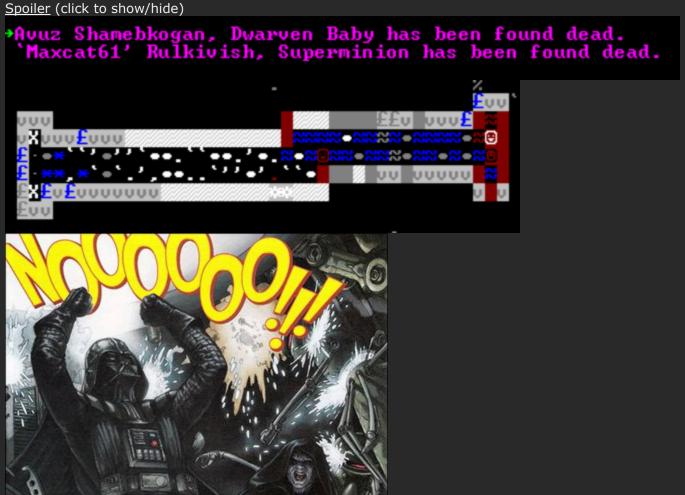
Granite 10

The streaker just got stuck on a bridge just before it retracted for "maintenance". He fell into the magma, and died to give me this knowledge:



Granite 15
The elven merchants have arrived. I sold junky clothing for food and new clothing.

Slate 1st.
Spoiler (click to show/hide



Guess who was in the water tunnel when the river randomly melted, and then fell 19z under a waterfall that was pushing boulders?

Title: Re: The fate of Doomforests - Where Anything Fights Anything Post by: PyroTechno on February 06, 2015, 05:27:39 pm

Quote from: maxcat61 on February 06, 2015, 05:24:15 pm

I have decided that, with the absence of trees, all new barrels will be made from lead.

I once tried lead wheelbarrows because I had no idea what else to use all the lead I was building up on. I had no idea that DF tracked item weight and factored it in to hauling speed. I should have, of course, because DF tracks EVERYTHING.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 06, 2015, 08:34:18 pm

Three Kills

Asën Treatycloisters the dwarf, d. 462
Lòr Boltedgates the dwarf, d. 663
Rakust Allywheel the dwarf, d. 693

Hello, Vamp.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: PyroTechno on February 06, 2015, 08:36:44 pm

Quote from: maxcat61 on February 06, 2015, 08:34:18 pm

Migrants have finally arrived. I was checking them out, and found this.

The Kills of Ber Eggutmeng

Three Kills

Asën Treatycloisters the dwarf, d. 462

Lòr Boltedgates the dwarf, d. 663

Rakust Allywheel the dwarf, d. 693

Helio, Vamp.

The Kills of Ber Eggutmeng

That's the equivalent of walking right up to the Overseer and saying, "I'm a vampire, go fuck yourself."

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 06, 2015, 08:40:25 pm

Quote from: PyroTechno on February 06, 2015, 08:36:44 pm

Quote from: maxcat61 on February 06, 2015, 08:34:18 pm

Migrants have finally arrived. I was checking them out, and found this.

Three Kills

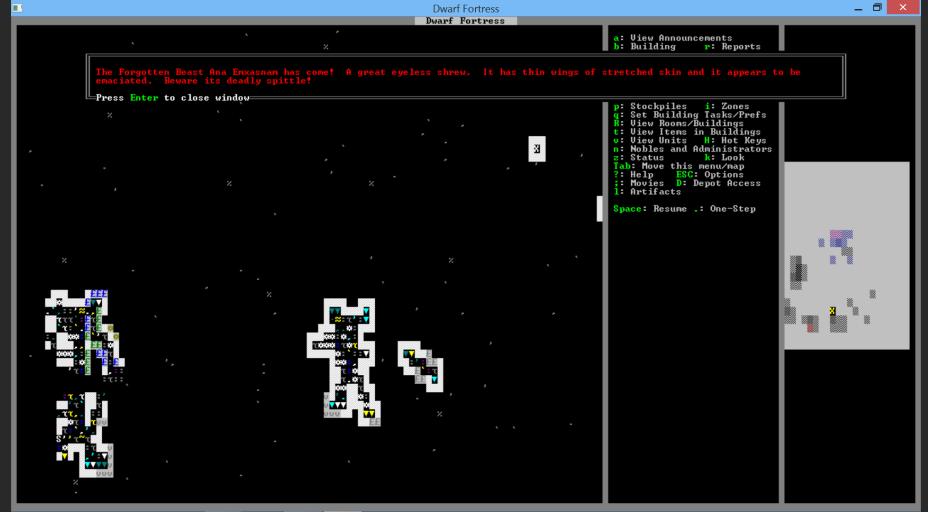
Asën Treatycloisters the dwarf, d. 462 Lòr Boltedgates the dwarf, d. 663 Rakust Allywheel the dwarf, d. 693

Hello, Vamp.

That's the equivalent of walking right up to the Overseer and saying, "I'm a vampire, go fuck yourself."

He also has a masterwork Silver battle axe. The funny thing is, his profession is "Beekeeper".

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 06, 2015, 08:48:39 pm



Why do these things keep happening?

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: maxcat61 on February 06, 2015, 09:01:23 pm

Drazoth II, you are dead. You were crushed in a waterfall related death. No one was there to save you. All Hail Drazoth III.

Spoiler (click to show/hide)

The Wereantelope Ahang Teshileko has come! A large antelope twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow blue. Its black hair is long and straight. Now you will know why you fear the night.

Ok, The world hates me. That is the 2nd Were-beast (Excluding the 3 that were turned), and 4th Monster that had arrived this year.

I have had enough of cowering from all these abominations. ATTACK!!!

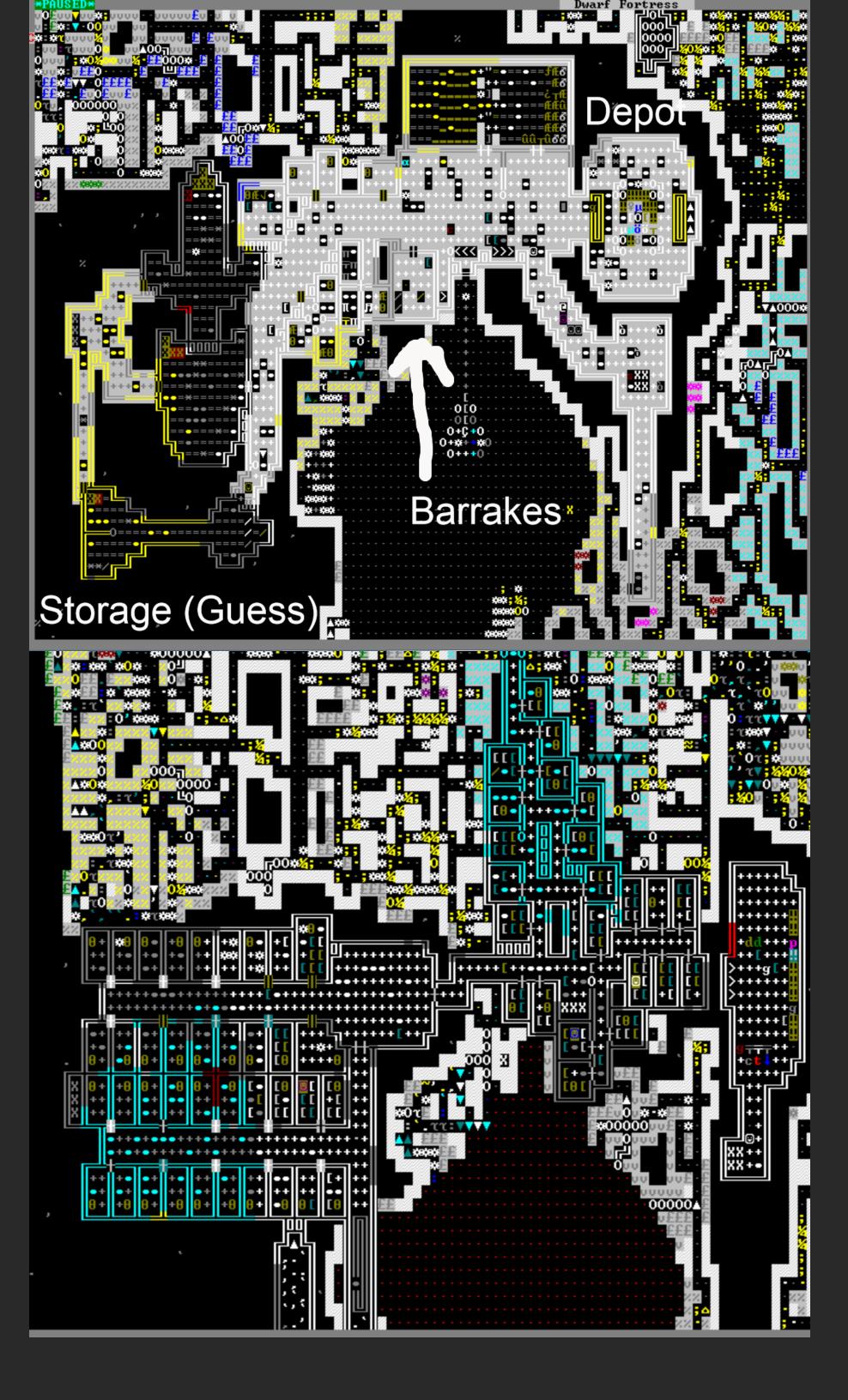
Looks like the militia was too late, again. 1 death, 1 wounding (infection), and the beast transformed into a human and is in a cage trap.

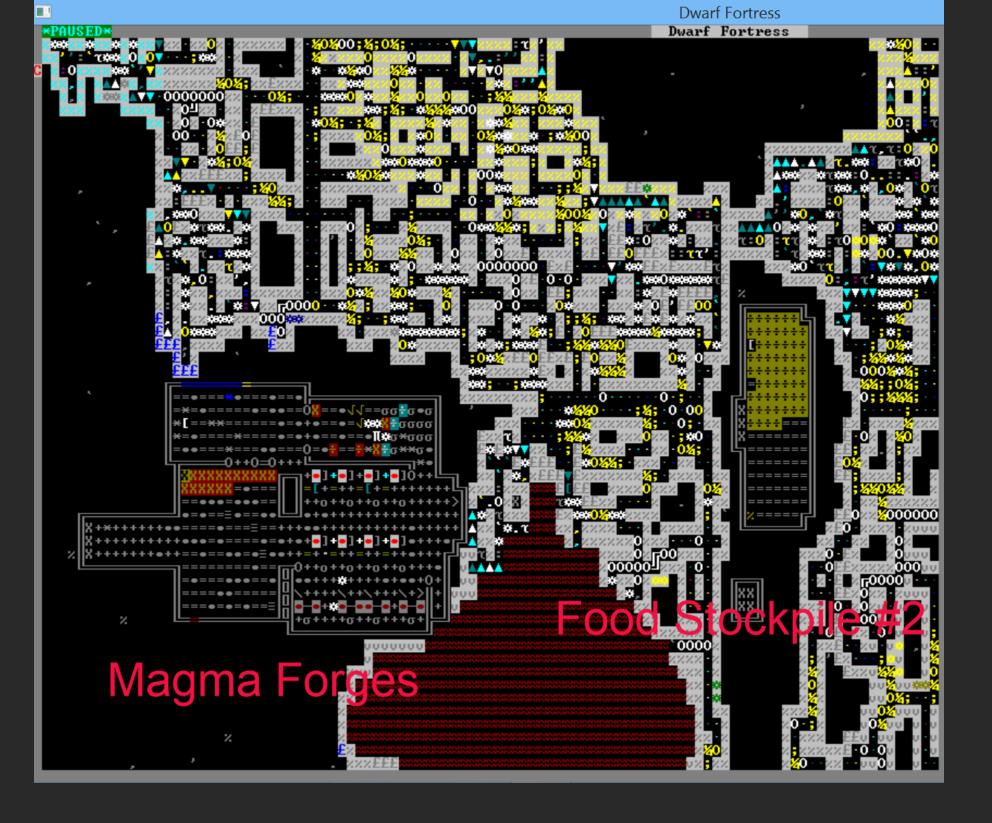
My year is now over. The well is full, the miltia is waiting for the dwarf to transform, and there is art everywhere. Have fun.

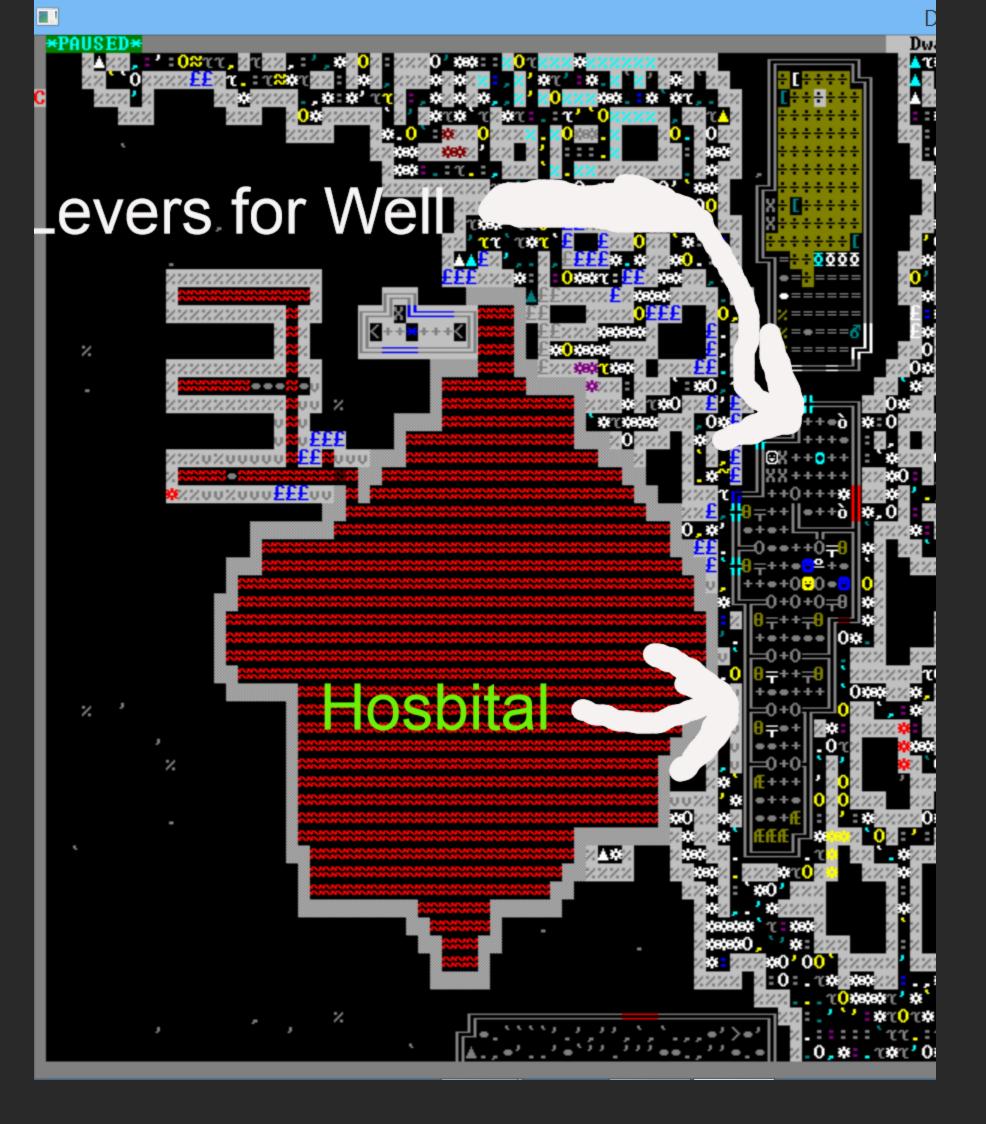
Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: maxcat61 on February 06, 2015, 09:34:07 pm

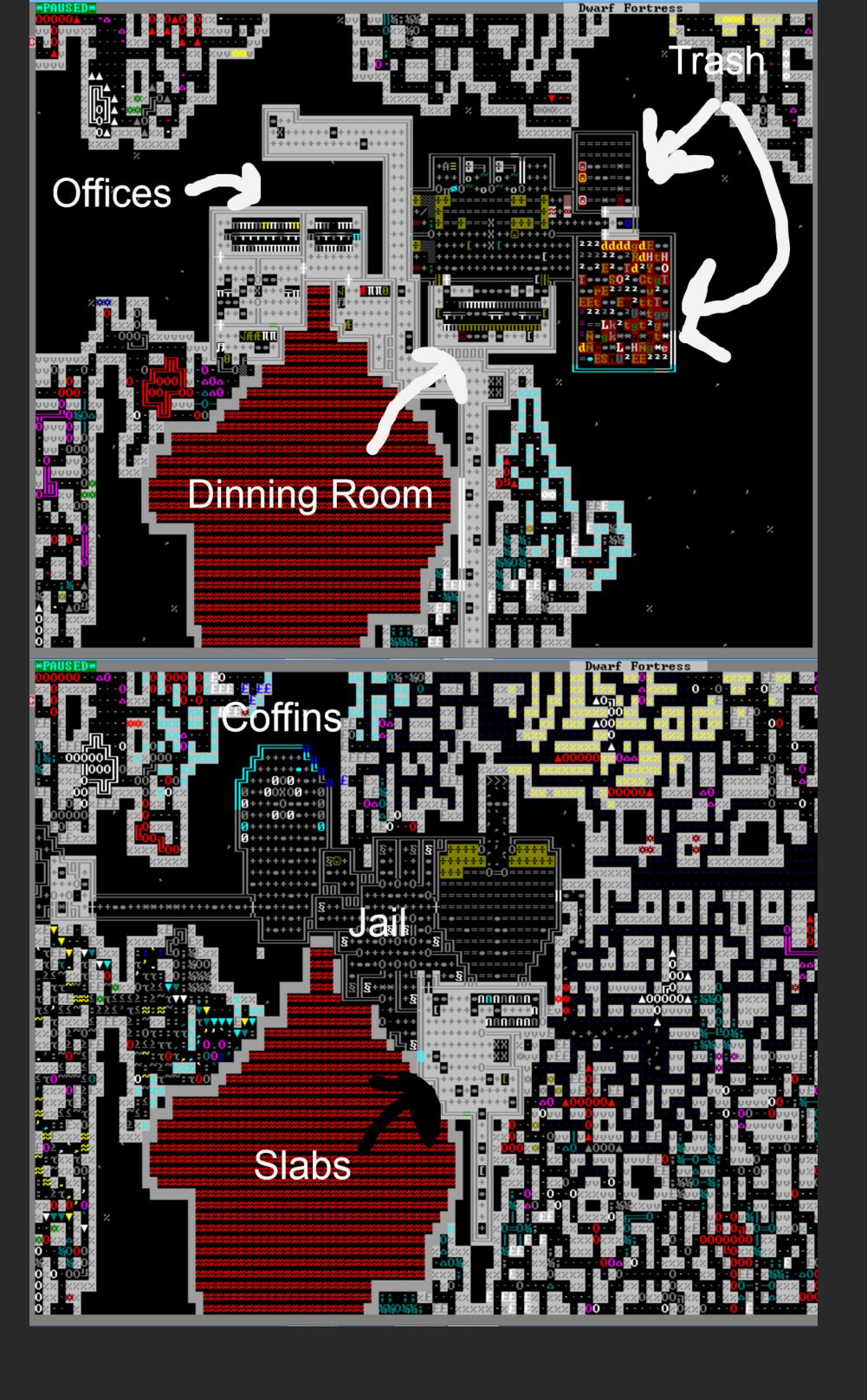
Here is the save: http://dffd.bay12games.com/file.php?id=10556

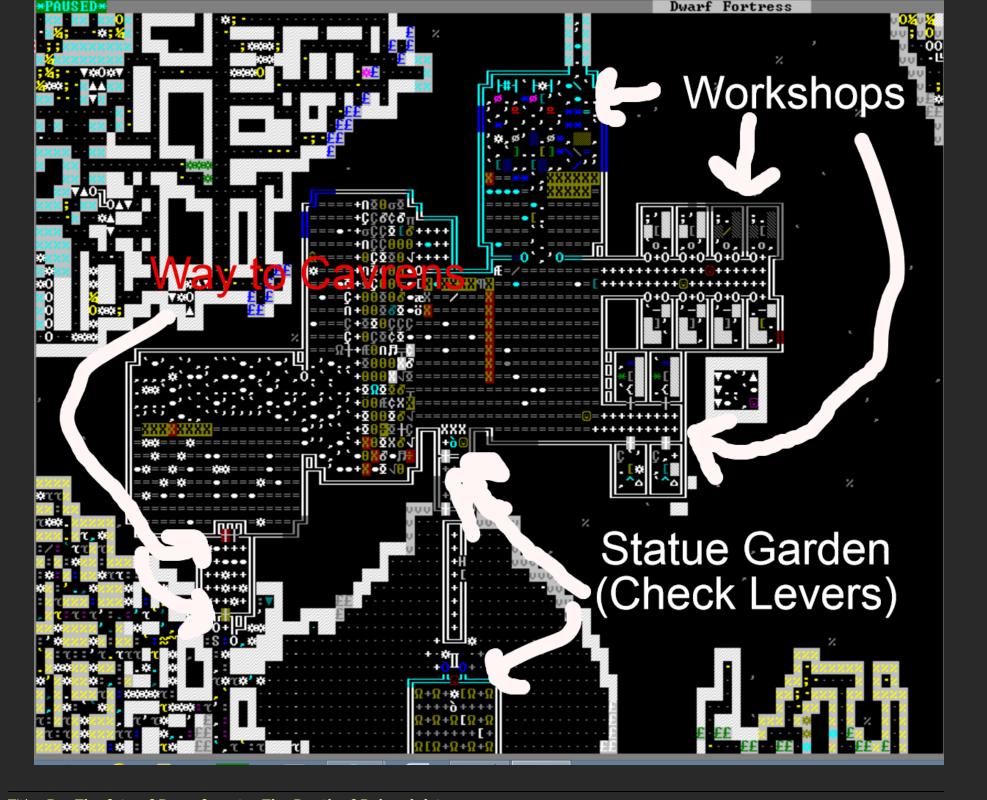
Here is the fort: Spoiler (click to show/hide)











Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Taupe on February 06, 2015, 10:36:19 pm

The new fort is as cursed as the old ones. Many important dwarves died this year, despite the promise of Fath that this new fort would be better. I say we go back, to the old fort!

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 07, 2015, 12:33:25 am

Personally, I like the new fort. My only advice would be to build a building on the surface, and have a squad of militia dwarves stationed/training there all year long. Many deaths could have been avoided if the militia was faster at fighting were-beasts. Just have 3-4 badasses up there, and have the wimps train in the underfort.

Also, I have dug a tunnel to the metal stockpiles of the upper fort. I sealed it off from the rest of the upper fort, so the stockpiles of bars (+100 iron) should be there. I would recommend steel production. There is also a vein of Hematite somewhere around my digging projects (Maybe off the pit trap) that you can mine. I also started digging to the Adamantium. The tunnel starts north of the Heart. Lastly, remember to recruit more dwarves for the militia: a 2nd melee squad would probably be the best idea.

Also remember the Sentient Ball of Magma/Fire/Armoks Wrath in the Caverns: It may or may not be dukeing it out with an eyeless shrew. Just don't go in there unless you have a Deathmachine or a Suicide Squad (or weaponized werebeasts),

PS: Take a good look at where the water for the wells is coming from. Tell me when you get it.

Edit: Can you put me on the list again?

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Taupe on February 07, 2015, 12:41:07 am

With my minion and my minister dead, I can now only rely on Smunstu. Being the doctor's underling is a dangerous job.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drokles on February 07, 2015, 04:08:36 am

As much as I'd like to keep participating in this awesome epic, I don't think I can realistically take my turn now. Though I would appreciate it, Salmeuk, if you had let me cross out my name on the list on my own, or asked.;)
I'll just lurk around here and read once in a while. Doomforests is yours, have fun!

Quote from: maxcat61 on February 06, 2015, 08:48:39 pm



Why do these things keep happening?

This has become somewhat a banality in Doomforests.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 07, 2015, 08:50:58 am

Woah! How....how.....so many were beasts! My latest forts milita was crushed by a couple of iron clad crossbow ferric elves! How do you do it? I know I am doing something wrong when my copper (it was still kinda young) clad warrior with a spear and shield is dismembered by a giant bob cat!! A big cat, not even the cool kind like panthers!

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: PyroTechno on February 07, 2015, 11:34:30 am

Quote from: TechnoXan on February 07, 2015, 08:50:58 am

I know I am doing something wrong when my copper (it was still kinda young) clad warrior with a spear and shield is dismembered by a giant bob cat!!

I see you don't read XKCD.

Title: Re: The fate of Doomforests -The Death of Babyminister

Post by: **Drazoth** on **February 07, 2015, 12:00:12 pm**

Quote from: maxcat61 on February 06, 2015, 09:01:23 pm

Drazoth II, you are dead. You were crushed in a waterfall related death. No one was there to save you. All Hail Drazoth III.

Armok damn it. Oh well, lets see if Drazoth III survives till my turn. Also, after catching up and readung everybody else's turns, I've been feeling a little disappointed with mine. Would any body mind if I were to edit those posts and try to make them less rubbish?

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Senshuken on February 07, 2015, 12:08:21 pm

It would seem that there needs to be a Senshuken the third now. Forgotten Beasts don't seem to be healthy to that line of dwarfs.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 07, 2015, 01:09:32 pm

Quote from: PyroTechno on February 07, 2015, 11:34:30 am

Quote from: TechnoXan on February 07, 2015, 08:50:58 am

I know I am doing something wrong when my copper (it was still kinda young) clad warrior with a spear and shield is dismembered by a giant bob cat!!

I see you don't read XKCD.

What's XKCD? Is it something to help my flegling milita? 🖯

Title: Re: The fate of Doomforests -The Death of Babyminister

Post by: Drokles on February 07, 2015, 01:26:20 pm

(ignore)

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Salmeuk on February 07, 2015, 01:27:27 pm

Quote from: Drokles on February 07, 2015, 04:08:36 am

As much as I'd like to keep participating in this awesome epic, I don't think I can realistically take my turn now. Though I would appreciate it, Salmeuk, if you had let me cross out my name on the list on my own, or asked.;)
I'll just lurk around here and read once in a while. Doomforests is yours, have fun!

My apologies, I just assumed you would be a fairly infrequent visitor and wanted to move the turns along, and since you had been pressed for time I also assumed you wouldn't be taking your turn.

I've PM'd Skaia.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: **Drokles** on **February 07, 2015, 02:01:33 pm**

No worries;).

In other news it is finally happening: Quote from: monk12 on July 20, 2011, 01:45:24 pm

Nominees

Updated 02-05-2015

February

Doomforests (http://www.bay12forums.com/smf/index.php?topic=144852.0) - <u>5 votes</u>

Not that we should care too much, but I believe it takes 6 votes to make it.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: PyroTechno on February 07, 2015, 03:54:31 pm

Quote from: TechnoXan on February 07, 2015, 01:09:32 pm

Quote from: PyroTechno on February 07, 2015, 11:34:30 am

Quote from: TechnoXan on February 07, 2015, 08:50:58 am

I know I am doing something wrong when my copper (it was still kinda young) clad warrior with a spear and shield is dismembered by a giant bob cat!!

I see you don't read XKCD.

What's XKCD? Is it something to help my flegling milita? 😂

http://xkcd.com/325/

Quote from: Drokles on February 07, 2015, 02:01:33 pm

No worries ;).

In other news it is finally happening:

Quote from: monk12 on July 20, 2011, 01:45:24 pm

Nominees

Updated 02-05-2015

February

Doomforests (http://www.bay12forums.com/smf/index.php?topic=144852.0) - 5 votes

Not that we should care too much, but I believe it takes 6 votes to make it.

How do you vote? Do you just post "+1 to Doomforests" in the Hall of Legends thread?

Title: Re: The fate of Doomforests -The Death of Babyminister

Post by: Max[™] on February 07, 2015, 04:11:06 pm

Went ahead and made my first contributions vote-wise for Vanod and you folks, btw.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: PyroTechno on February 07, 2015, 04:36:28 pm

Quote from: Max[™] on February 07, 2015, 04:11:06 pm

Went ahead and made my first contributions vote-wise for Vanod and you folks, btw.

That means Doomforests is in, right?

I'm going to (eventually) participate in a fortress in the Hall of Legends?

Heh. Heh heh. Ha. Ha ha ha. HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!!!!!

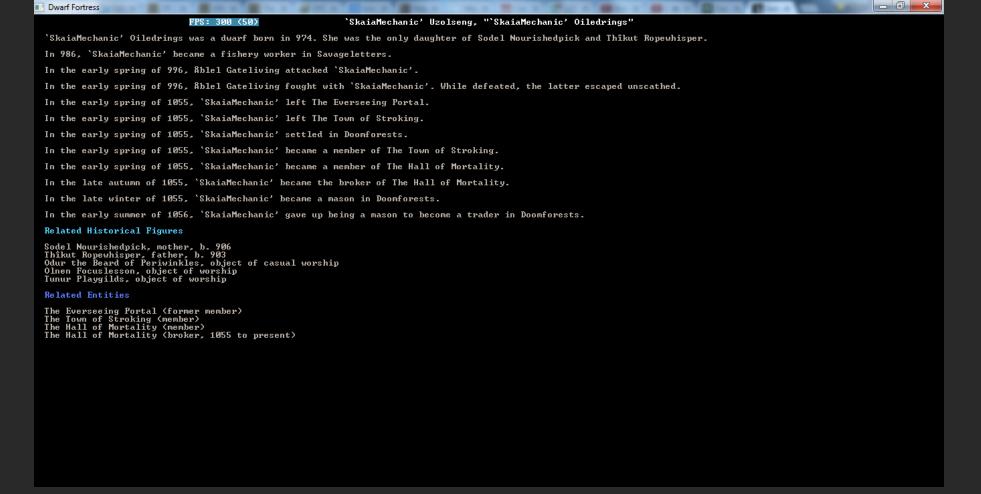
Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 07, 2015, 04:41:39 pm

...I had weeks of reduced work hours since I signed up. Plenty of opportunities to play. And now that after several months and it's FINALLY MY TURN, I get a packed schedule. I will make this work though. I'll try to get something up this afternoon.

Edit: It's taking me a while to even start. Just getting a mind over the place and what's happening is taking a while, since I can't read Matrix like the past couple overseers.

Edit2: Go ahead and edit your posts Drazoth. If we're going into the Hall of Legends we may as well look like it.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 07, 2015, 07:24:03 pm



Journal of SkaiaMechanic

I knew Doomforests. Its odd, inefficient design. Its tiny stairways to forever. I knew Astville, and I came to know the history of all the places in it. I remember Doomforests, and I remember my respect for it. But most importantly...





I REMEMBER WHEN I HAD A BLOODY OFFICE! Doomforests, the one place in the world where being the broker was a RESPECTED position, not just something to assign the closest dwarf that talked the most, like in most fortresses. "What do you even do there?" they ask. "I WORK," I reply.

Well we'll have to fix that, because WHO'S LAUGHING NOW? Finally, after years of attempts, deals, favors, brown nosing, and begging, I am now Overseer. Maxcat I is dead, and not even by my own hands. There was an opportunity for the Purple Rutile Hat, and I took it.

And now I have been handed the keys to hell.

The year is 1059. And the Curse of Doomforests has returned. It had subsided with the death of all inhabitants (all but one, of course), but now it is back and dwarves are dying. We have reawakened the horde of beasts in the depths. The wereantelopes are rampaging towards us. I need to take advantage of the time I have.

First thing is first, take a survey of the area. I'm still unfamiliar with the new design and the new architecture created in the past few years. I found a map, but it was scribblings to me. Shorthand only works if you know what the symbols stand for!

Actually, scratch that. I see a report of a recent werebeast attack, including some infected. I need to find out who they are and secure them in the depths. Perhaps they'd have better luck fighting the Forgotten than Ast did. Huh, speaking of which, it's a curse of wereantelope, same as before. The more things change, the more they stay the same.

So a Trapper was bitten but not killed. The reports don't indicate which Trapper, but I'm going to take a random guess and choose the one stuck in the hospital with a broken foot. The fact that what's left of our "military" is stationed around them gives a good hint as well. Quickly, what's today's date? 15th of Felsite. And what were those dates that werebeasts change? Taupe drilled this into me, but it was a few years ago. There was the 25th of Granite, the 23rd of Slate, and the...21st of Felsite. There are six days before they turn, and they're stuck in bed. Is there time to build a wall? It doesn't help that someone threw another ill patient on the table alongside them. It also doesn't sit well with me that my cousin in The Kinetic Swans, Iamblichos the II, is one of those stationed to attack.



Which reminds me, the knowledge has gone around about all the deaths, but there isn't that much information regarding them. Is someone trying to hide something?

I look at the connections to parts of the old fortress. It seems the route to Astville is blocked by one uncarved stone. Astville is completely sealed up from everything else, so we'll be opening that up right away. It will also give us easier access to Old Doomforests' metal and ore supply. That'll also give access to Mate888's jail cells (Even though we have a more convenient one now) and statue garden, so that should make our Hammerer pleased. Wait...speaking of Old Doomforests......DID SOMEONE GET LEFT BEHIND????

Spoiler (click to show/hide)



Seriously, alone with her child? That's cruel. Now...how to get them out without having everyone else rush into Doomforests to retrieve some old items. Yes, I love the place, but there was a reason for the move, and I don't want to undo all the effort put into this. I'll have to think on that. Bonus task: Retrieve all the golden items in the control room and Smunstu's office in Neo Old Doomforests, which Taupe carved out.



Also, thank you Maxcat, for pointing out the vampire before you died. I'll thank your predecessor. That's very helpful. I plan on using him against the Forgotten in the caverns, so that should be fun.

Spoiler (click to show/hide)

```
`VAMP' Eggutmeng, Beekeeper
"`VAMP' Gullylashed"
P
```

I also hope a caravan brings a cat soon. I'm not even joking we have a huge Cave Spider Infestation. I don't care HOW much that silk is worth, people are getting tangled up in webbing trying to get to bed and everyone's tired of it.

6 Days.

What did I get myself into.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 07, 2015, 07:30:23 pm

```
==DOUBLE POST==
```

Seriously I haven't even started yet there's so much to see and understand. The Hotkeys are REALLY useful though.

Okay, let's make a list. What needs to be done.

- 1. Deal with the wereantelope problem in 6 days. I could just have the military fight it, but that's really just kicking the bucket down the road. I want something better. (Top Priority, Difficult)
- 2. Open the paths to Astville, secure goodies. (Low Priority, Easy)
- 3. Make some coffins and slabs for those that died but weren't entombed yet before we have some hauntings. (High Priority, Easy)
- 4. Save the Forgotten Soldier, try to claim the golden items. (Medium/Low Priority respectively, Difficult/Tedious)
- 5. Devise a way to release the vampire against the forgotten beasts without anyone dying. (Low Priority, Very Difficult)
- 6. Get a friggin' office. (High Priority, Easy)
- 7. Turn Astville into the quarters for ex-Overseers/Nobles. Make it look nice. (Very Low Priority, Easyish)
- 8. Expand the staircases greater than 1x1. (Medium Priority, Easy but takes awhile.)
- 9. Pull up a copy of Doomforests and research the past few years in Legends Mode. (Very Low Priority, Medium Difficulty)
- 10. Build our military back up from Embarrassing to Disappointing. (Adequate as a stretch goal!) (Medium Priority, Easyish)
- 11. Find some interesting engravings of our history. (Very Low Priority, Tedious)
- 12. Devise a way to make the Total Safety Project work for New Doomforests. (Medium Priority, Difficult)
- 13. Feed, drink, trade, and survive another year. (High Priority, Varies)

That should keep me busy for a while.

Title: **Re: The fate of Doomforests -The Death of Babyminister** Post by: **Iamblichos** on **February 07, 2015, 08:06:09 pm**

Holy crap, I'm gone for a week and it's almost my turn! Time for life to get insanely busy, right?

. . .

I'm stuck next to a potential wereantelope, armed with only my good looks and an undead relative?

Yep, sure enough, sounds like Doomforests.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 07, 2015, 08:19:31 pm

Ouote

Good news, though. There is no Mate the 900th yet.

I. AM. INVINCIBLE!!!

Or maybe just luckier than the average frontier dwarf. Anyways, you can't kill the hammerer that easly!

Journal of Mate the 888th, Hammerer of *sigh* New Doomforests

The werebeasts returned. The forgotten abominations returned. The cocky vampires returned and I bet that their cultists are still going around (At least those know I'll kill them on sight).

I'll blame Fath for this. That whore was possessed by either Osp or some major, evil being.

Seriously, if we had stood in Old Doomforests this wouldn't have happened. At least Astville (plus my VIP room), the jails and the statue garden (even though it's one level below Old DF) are going to be retrieved.

Oh, also Babyminister (who happened to be a friend of my heir, Mate the 889th) is dead, along with Taupe's minion.

Talking about Taupe's minion, the super awesome door that he made is used in New Doomforests, so the caverns in Astville are now only sealed by an average door that I don't think I have sealed from the time when I sent the lumberjacks running into a pack of crundles some fungiwood.

And there are a gigantic blind shrew and a sentient fireball there too that may or may not have killed the gigant snake that was there before. I should notify Skaia about that.

Also, speaking about eldrich abominations, didn't Taupe mentioned a forgotten beast that joined our glorious Town of Stroking, and that it was last seen aroud the caves under us? Maybe either the fireball or the shrew is a member of our civilization? Nah. Just throw the vampire and the infected citizens to the caves and make a megabattle 2.0

Quote from: Iamblichos on February 07, 2015, 08:06:09 pm

I'm stuck next to a potential wereantelope, armed with only my good looks and an undead relative?

Yep, sure enough, sounds like Doomforests.

Don't worry. Not only you are actually very ugly, but I made you a nice iron crossbow and some bolts before retiring my fort to Salemuk.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 07, 2015, 09:17:32 pm

Quote from: SkaiaMechanic on February 07, 2015, 07:30:23 pm

- 10. Build our military back up from Embarrassing to Disappointing. (Adequate as a stretch goal!) (Medium Priority, Easyish)
- 11. Find some interesting engravings of our history. (Very Low Priority, Tedious)

Our military is made of the finest Meat shields, with Masterwork (Not really masterwork) Copper spikes (despite having steel). I was too busy making all the dwarves calm down to change the armor. Seriously, just about every dwarf was stressed when I started my turn.

As for the engravings, I would advise checking out the ones in my tomb, Around the top of the N in miNion I noticed a few interesting ones there. It's not like there is a lack of engravings to examine.

The vampire is sealed inside the jail. Speaking about the jail, don't engrave the floor: I set it up with chains so that, if necessary, it could be flooded with magma (If you make a metal floodgate, and dig in the south-west corner). We have an abundance of cages, and caged goblins too. Take a look at how the jail is designated (chain->q): I thought it looked cool.

I tried to make all the rooms I dug out easy to figure out (A coffin for coffins, Sword for weapons, shield for armour, leviathan for the jail, an arrow for bolt stockpiles, ect). Just don't look to well at the water...

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 07, 2015, 10:17:52 pm

I won't have time most of this weekend, but I should be able to get an update out on Monday, assuming I can get DF to work on school computers.

Huh...I think the old path to the caverns were sealed, but that's definitely something to double check. The Shrew is happy hanging out in front of the nee entrance though. Forgot to check about the Flame God, on my phone right now. I wanted to start making weapons/armor right away, especially with so many magma forges, but the ledger doesn't say what's right by the forge and what's trapped in Old Doomforests.

Yeah, at first I panicked at all the unhappy arrows, but Therapist showed it was just 5 unhappy dwarves, with only Really Bad one currently being walled in asleep with a Wereantelope.

It's the shear number of engravings that makes finding the good ones annoying. But agreed, the jail and fortress for that matter look really cool. Strapped on space due to the caverns, we get a neat design that looks different than most blocky fortresses. I'll have to check on that magma thing to burn trouble dwarves and non Smunstu prisoners.

If anyone is bored you're welcome to look for neat engravings/latest events in the world.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drazoth on February 07, 2015, 10:48:53 pm

I'll edit my posts tomorrow. Most of it is going to be removing boring crap about finding new veins of ore. But while I'm awake I thought that I would give some of this non-overseer in character storytelling a try.

Date Unknown, Somewhere far from DoomForests:

An old dwarven woman is sitting at a desk, filling out various stockpile records, when something catches her eye. There are ten orbs on the desk, nine glowing with energy, the one on the far left pitch black. Suddenly the on next to it begins to dim, then turn black like the other. The woman frowns and turns to a dwarf beside the door to her office. "It looks like we won't be needing to wonder why number 2 hasn't written back. Go get number 3." The other dwarf bows and leaves. Shortly after, a young dwarven man enters and asks "Why did you send for me mother?'

"Guess."

He looks at the desk and sees the orbs.

"So, I'm the oldest son now."

"Yes. It's just as well. You were always more competent than number 1 and number 2 was a lazy little runt. You need to go to DoomForests now. Sneak in with the next migrant wave headed there and report back telling me everything that happened between number 1's death and your arrival. You will receive further instructions afterward."

"Very well mother, I will start preparing now."

Drazoth III turns and just before he leaves, he hears his mother say, "Be careful, our plan for this fort cannot fail. Our whole family depends on it."

"Don't worry mother, I will be most cautious."

With that he leaves, and his mother sighs to herself as she pulls a bottle of rum out of her drawer. "You had better be son. We may never have so good a chance again for our plans to succeed."

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 07, 2015, 10:55:47 pm

Quote from: SkaiaMechanic on February 07, 2015, 10:17:52 pm

I wanted to start making weapons/armor right away, especially with so many magma forges, but the ledger doesn't say what's right by the forge and what's trapped in Old Doomforests.

I was able to make a tunnel to the old furnace rooms of Old Doomforests, so there should be access to all those bars. That was something that I did without posting. Check a little south of the New Fort

BTW, Should we just call the new fort "Faith"? Because that is what I am going to refer to it as from now on.

Here are some engravings that I found.

Spoiler (click to show/hide)

Gébarreked, "The Lauded Butters'

Engraved on the wall is a masterfully designed image of Zulban Snarledfloors the dwarf and ûsbu Cruelsqueeze the Magical Safety of Dance the goblin by 'Drazoth II' Fikodudesh. ûsbu Cruelsqueeze the Magical Safety of Dance is striking down Zulban Snarledfloors. The artwork relates to the killing of the dwarf Zulban Snarledfloors by the goblin ûsbu Cruelsqueeze the Magical Safety of Dance with a copper shield in Doomforests in the early spring of 1053 during Etosp Oslar, "The Sieges of Drilling".

Stesokiltang, "The Molten Forks

Engraved on the wall is an exceptionally designed image of `Maxcat61' Mutelancer the dwarf and `Maxcat61' Mutelancer the native copper door by Kib Emkadôl. `Maxcat61' Mutelancer is raising 'Maxcat61' Mutelancer. The artwork relates to the creation of `Maxcat61' Mutelancer in Doomforests by the dwarf `Maxcat61' Mutelancer in the late autumn of 1055.

Bertobul, "The Earthen Canyon"

Engraved is an exceptional 'Drazoth II' Fikodudesh rendition of a image of a bushtit. The image is the symbol of The Hall of Mortality, a local dwar

Guess what Drolkes II likes? Bushtit's are everywhere.

Kodor Kan, "The Dawn of Tiredness"

Engraved on the floor is a masterfully designed image of Nil Machinepulley the dwarf and Snustrok Deepstandards the Prime Hero the forgotten bea 'Drazoth II' Fikodudesh. Nil Machinepulley is making a plaintive gesture. Snustrok Deepstandards the Prime Hero is striking a menacing pose. The ar relates to the mortal wounding of the dwarf Nil Machinepulley by the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late w of 1054 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests.

Stin Mulom, "The Strife of Blaming"

Engraved on the floor is a masterfully designed image of Uzol Tonedfurnace the dwarf and Bothon Buriedshades the Bone of Tunnels the crone of evil by Kadôl Amemlogem. Bothon Buriedshades the Bone of Tunnels is striking down Uzol Tonedfurnace. The artwork relates to the killing of the dwarf Uzol Tonedfurnace by the crone of evil Bothon Buriedshades the Bone of Tunnels in The Rapid Hill in 347.

I thought this one sounded nice. And you may call the Crone B.

Agseth Akir, "The Ache of Rewards"

Engraved on the wall is an exceptionally designed image of Zasit Tongswood the dwarf and Bax Birdsscourges the Brushed Sounds the goblin by Kib Emkadôl. Bax Birdsscourges the Brushed Sounds with a iron crossbow in Doomforests in the early winter of 1053 during Smoxututu, "The Savage Onslaught".

Milolzaneg, "The Messianic Relic"

Engraved on the wall is an exceptionally designed image of 'Drokles' Chainglaze the dwarf and Sut Mucusputrid the Ugly Louse the forgotten beast Emkadôl. 'Drokles' Chainglaze is making a plaintive gesture. Sut Mucusputrid the Ugly Louse is striking a menacing pose. The artwork relates to th wounding of the dwarf 'Drokles' Chainglaze by the forgotten beast Sut Mucusputrid the Ugly Louse in Doomforests in the late autumn of 1052 du Rampage of the forgotten beast Sut Mucusputrid the Ugly Louse in Doomforests.

Engraved on the floor is an exceptionally designed image of 'lamblichos' Fountainhand the dwarf and 'Osp' Shockedroom the Nation of Innocence the dwarf by Kib Emkadôl. 'Osp' Shockedroom the Nation of Innocence is striking down 'lamblichos' Fountainhand. The artwork relates to the draining of the dwarf 'lamblichos' Fountainhand's blood by the dwarf vampire 'Osp' Shockedroom the Nation of Innocence in Doomforests in the late spring of 1056.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drazoth on February 08, 2015, 03:44:54 pm

I have completed the rewrite of my turn. I have saved copies of the original versions if anybody can think of a use for them. Hopefully my turn will now be worthy of entering the hall of legends with the rest of this madhouse. Let me know what you guys think.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 08, 2015, 07:17:12 pm

Quote from: Drazoth on February 07, 2015, 10:48:53 pm

I'll edit my posts tomorrow. Most of it is going to be removing boring crap about finding new veins of ore. But while I'm awake I thought that I would give some of this nonoverseer in character storytelling a try.

Date Unknown, Somewhere far from DoomForests:

An old dwarven woman is sitting at a desk, filling out various stockpile records, when something catches her eye. There are ten orbs on the desk, nine glowing with energy, the one on the far left pitch black. Suddenly the on next to it begins to dim, then turn black like the other. The woman frowns and turns to a dwarf beside the door to her office. "It looks like we won't be needing to wonder why number 2 hasn't written back. Go get number 3." The other dwarf bows and leaves. Shortly after, a young dwarven man enters and asks "Why did you send for me mother?"

"Guess

He looks at the desk and sees the orbs.

"So, I'm the oldest son now."

"Yes. It's just as well. You were always more competent than number 1 and number 2 was a lazy little runt. You need to go to DoomForests now. Sneak in with the next migrant wave headed there and report back telling me everything that happened between number 1's death and your arrival. You will receive further instructions afterward."

"Very well mother, I will start preparing now."

Drazoth III turns and just before he leaves, he hears his mother say, "Be careful, our plan for this fort cannot fail. Our whole family depends on it."

"Don't worry mother, I will be most cautious."

With that he leaves, and his mother sighs to herself as she pulls a bottle of rum out of her drawer. "You had better be son. We may never have so good a chance again for our plans to succeed."

You know that a mother doesn't love you when she calls you number 1, number 2 or number 3.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drazoth on February 08, 2015, 07:33:45 pm

She doesn't love them at all. She only loves the plan. That, and she's bad at coming up with names and all her kids are named Drazoth so she uses the numbers to tell them apart.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Taupe on February 08, 2015, 10:00:38 pm

DoomForests Dwarf Fotress

Same initials. Coincidence? I think not.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 08, 2015, 11:37:57 pm

I thought of an interesting summary of last year. "The Curse of Doomforests return as Maxcat61 takes the reins. Work on the new fort continues as more Forgotten Beasts show themselves in the depths and a vampire flips off the Overseer. But the largest danger may yet come from above. Also, new rivers flow and a prophesy is made through an Artifact Coffin, which soon delivers on its omen many times over."

Say something if you have any suggestions.

Drazoth, the posts look much better, well done.

Quote from: maxcat61 on February 07, 2015, 10:55:47 pm

I was able to make a tunnel to the old furnace rooms of Old Doomforests, so there should be access to all those bars.

I noticed, and was happy with the progress, but if you mined 4 tiles around the staircase to Astville you can make your path a bit more efficient.

Also, why were they doing the path by hand? Wheelbarrows are easy to make and go much faster.

Quote

BTW, Should we just call the new fort "Faith"? Because that is what I am going to refer to it as from now on.

Hmm. I like Haven more, but I'd be willing to go with Blind Faith. It'd be more amusing to mention and carries the weight of doomed optimism, which I think fits Doomforests well. The top fort would still be called Old Doomforests, which can also be divided into East and West sections. (The East wing was occupied for over two years.) Doomforests proper is the whole fortress, Old Doomforests, Haven/Blind Faith, and Astville alike.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 08, 2015, 11:42:27 pm

Quote

Hmm. I like Haven more, but I'd be willing to go with Blind Faith. It'd be more amusing to mention and carries the weight of doomed optimism, which I think fits Doomforests well. The top fort would still be called Old Doomforests, which can also be divided into East and West sections. (The East wing was occupied for over two years.) Doomforests proper is the whole fortress, Old Doomforests, Haven/Blind Faith, and Astville alike.

Hmm... It's not practical, it's confusing and it's way harder than using Old Doomforests, New Doomforests and maybe Astville. It **has** to be done.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 09, 2015, 12:10:21 am

I like to think that my turn was spent on infrastructure, rather then efficiency and projects (other then the 19z trap). I just smoothed the edges of the fort, and added some missing things. I like that summery.

Also, about the wheelbarrows. I was having some problems with wood gathering. No one would go cut wood, and when they were just starting, WHAM, Were beast attack!!! Every time.

So yeah, the forest was mostly untouched, except for random severed body parts and blood.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 09, 2015, 02:08:39 am

Weird. When I started I had almost a full stockpile of wood. It has been pretty crazy though.

I have a couple hours to work on it tonight, but I spent a little bit of time in the Legends Viewer. There are some crazy things going on in the world. One goblin civ I found has been gone for a few hundred years, and our current enemy, the Frilly Plagues, is on it's way out, and there will be no more Goblin Empire, just a bunch of pits all over the world fending for themselves. Take a look if you like and just watch the map as you scroll through the years. At the beginning of this year it seemed like all the places that had been "conquered" in name but not in population called everyone's bluffs.

Okay, going to start progress now and combining it with my previous notes.

Journal of SkaiaMechanic

What's first? Obviously, I need to plan, and that means somewhere to work. I find a random no-name engraver holding down a completely detailed throne room office, so I kick him out and put my name on the desk. We're making progress already.

I take all of Maxcat's old office items and throw them in there. First thing that catches my attention is the fact that we have a ton of levers and absolutely no notes saying what they do! That'll be fun to figure out. Looking at the map, I see a word pop out. MINION. Apparently, he made his tomb in the same shape as his title? Well, he has a bed right beside it, so that's where the new Minion is going to sleep. Sweet dreams!



I order the military to give some distance, but stay stationed in the Hospital. Building a wall only needs two pieces with rocks closeby, but a bed needs to be removed before I can lay one of them down. Let's see if we can do this fast enough.

I get a few farming job cancellation reports, so I check on our farmland. Despite being active (except a few seasons, fixed) there is no growing happening here at all. It's not that we don't have Plump Helmet Spawn, we over 200 of the things. But it's lost somewhere. I pour through the ledgers, trying to find where they were stored. And I found them, all seed barrels grouped together. In Astville.



Well that just provides another reason to head down ASAP. Bump that up on the priority list.

I have to give credit where it's due though. That is a masterfully designed road down to the depths for caravans. Also beautifully crafted is the river diverted to our cistern. Great job building that.

I notice a large number of dwarves are missing from the fort. I check to see where they are. It appears that they're carrying the metal bins up and down. By hand. Even though we have plenty of wood to make wheelbarrows. Whatever. Building them now. Let me check the job orders.

...you're making heavy rock pots, and bolts out of SILVER, one of the most valuable metals. Cancelling those right away. We have wood, we're making barrels. Get to it.

Okay, two days have passed. 4 days left until the change. One piece of wall is in place. Once the bed is unbolted to the floor we'll fill in the rest. Sorry sad person sleeping beside our Were, I took away your table and no one is moving you.

Hey, where is Smunstu anyways? I've never checked since the move. He rubbed off on me a bit.

Ah here he is with some animals. Nice to see he's not lonely. Let me try to move him to the center of the room so he's easier to talk to.

Gah 15 FPS. This will take a while.

New Doomforests looks nice, with the marble everything and all, but it's a giant hassle trying to get from place to place. I order as many walls to be knocked down as possible. Also I ordered the engravers out of the hospital for obvious reasons, but now they're just standing about. I order them to spruce up the bedrooms a bit.

I bestow the names of great ancestors in the forts past, and some neat names Mechanic related from my head, onto some present dwarves. May they wear their new names proudly.

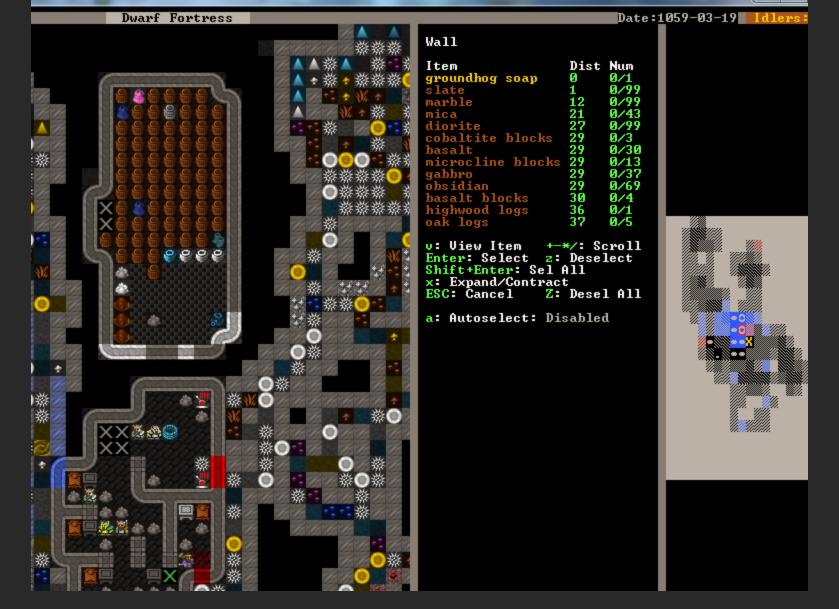
Senshuken, your third in line is a swordmaster, keeping with your military background.

Pyrotechno, you are a competent furnace operator.

TechnoXan is an inexperienced, but well rounded, blacksmith.

Well APPARENTLY the random dwarf I kicked out was actually our mayor? And she's the wife of the late Salmeuk II. And she's kinda pissed now. I quickly find a replacement office. Yes, a replacement one. I'm keeping this one.

19th of Felsite now. Two days left, better check on that enclosure.



A random dwarf dying of dehydration brought me to the caverns, where I find...Sensuken II and Salmeuk III. Wat. And I can't leave them, as Sensuken II took it upon himself to always have TWO Steel Battle Axes and 2 Crossbows, one steel and one an artifact. How did you two even get here? Do I even want to know? Why is there a kid running around there? Well, we'll save him as we get to those nice weapons and armor Sen left behind.



The hospital warriors are getting thirsty. Should I unenlist one of them to help build the wall? Checking the job screen....I don't think anyone else is going to do it.

One day left...can it even be done? Get ready military....Sen is now your commander. Don't let it bite you!

BUT WAIT! At the last moment, a random engraver runs into the hospital to build the wall. Can he do it before the clock strikes 12? Spoiler (click to show/hide)



... <u>Spoiler</u> (click to show/hide)



YES. YES HE DOES. Kinetic Swans, you are relieved. Go get some mead for your nerves.

Now let's see if all that effort was wasted when the clock does ring. Sorry random unhappy dwarf trapped in there. No one felt like moving you so you're stuck there.

The toll begins, I check the hospital.

PRS: 380 (49)

Dwarf Fortress

Date:1959-03-21

a: Uiew Announcements
b: Building r: Reports
c: Givilizations/World Info
d: Designations o: Set Order
u! Unit List j: Job List
n: Hilitary s: Squads
N: Points/Routes/Notes
N: Hake Burrous h: Hauling
p: Stockpiles i: Zones
g: Set Building lasks/Prefs
g: Set Build

After all that build up, I'm kind of annoyed at the lack of werebeast. Tear down the wall tomorrow, I guess.

Next time: Past day 6??? We're on a roll here. The future should go faster now that I'm not spending so much time micromanaging things.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Senshuken on February 09, 2015, 02:34:36 am

Dear gods, Doomforests is managing to slowly but surely outlive lesser fortresses and empires!

I absolutely love the fact that Senshuken the second was crazily prepared for anything, but I'm kind of curious as to what actually managed to kill him.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drokles on February 09, 2015, 02:54:32 am

-ignore-

(I keep forgetting to sign in on my own account dear lord)

Title: **Re: The fate of Doomforests -The Death of Babyminister**Post by: **Salmeuk** on **February 09, 2015, 02:55:52 am**

Op updated, with Skaiamechanics slightly edited summary.

One suggestion, for the better survival of our fort, is to keep the food stockpiles as organized as possible and as close to the dining rooms as possible. I would use burrows if you want to keep a storeroom down in Astville, or carve a more direct path. Also, disallow seeds from new stockpiles - I had set up a seedroom next to the farms. If we can keep the food going smoothly new (or returning) overseers have one less thing to struggle with.

Drazoth the new entries are awesome!

I liked the look of that Tomb you carved out Maxcat. When I upload the next DFMA I'll make sure to point it out.

Quote from: SkaiaMechanic on February 09, 2015, 02:08:39 am

Well APPARENTLY the random dwarf I kicked out was actually our mayor? And she's the wife of the late Salmeuk II. And she's kinda pissed now.

Related story: One of the last things I did as overseer was to re-cage Smuntsu so he could be brought along. In doing so I opened up the office where my second incarnation had been brutally murdered by the goblin some years previous. It was fitting that one of my last acts was to bury my long-forgotten dessicated corpse.

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Drazoth on February 09, 2015, 08:55:43 am

Thanks for all the feedback guys. Just so you know, I did save copies of the original versions incase anybody could think of a use for them. Also, in regards to dorfing number 3, just use a member of the next migrant wave, I don't care much about profession, though I would prefer him to be not a farmer or fishery worker.

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Dark One on February 09, 2015, 11:47:21 am

Journal of Dark One

Much has changed since my last entry. The unknown entity that possessed Fath has gone, and the weird purple hat went straight to Maxcat. His rule wasn't long though. Wereantelopes, vampire and uninvited guests appeared that time. The were-trouble brought a few injured and infected dwarves. One is being walled off in the hospital area! Luckily for us Maxcat recognised the vampire before he would infiltrate our society. I'm sure that bloodsucking beekeeper is a prayer to Nifih! Maxcat's rule ended with death of many dwarves, including him. The weird purple hat was given to Taupe's friend SkaiaMechanic, he's wearing it proudly. I'm sure that soon it'll be too much of a burden for him, and the hat would go on. It must be cursed, I can feel that this hat drains its owner energy to bring doom upon him. I must warn Skaia.

Corridoors of the new Doomforests buzz with activity during night, same like the old fortress. That vampire must have come to join dark disciples. I must find a way to infiltrate the Nifih society, and I must do it quickly. Smunstu might be of some help with that matter, but I must find him first.

Words of that necromancer echo in my mind since our meeting. Is it all true? I don't know. I must meet with him again. I go into my bed, thinking about gigantic tower, and a dwarf wearing a cloak. I try to lay still. As I feel more sleepy, the scene forms in front of my eyes, until I am truly on top of that tower. Am I dreaming? I must have left my mortal body and took another form. Suddenly an old dwarf appears in front of me. It's not that same necromancer as before. I say:

- Who are you?
- I am a friend. I want to sorry for the incompetence of my fellow necromancers. Let me show you my tower!

I follow him through the whole building. It was emanating with eerie green glow. Antechambers full of dead bodies and young necromancers studying magic, undead working under their command, captives being tortured. Their moans and screams. As we go back to the top of tower he says:

- I hope that you liked our trip. I'll say it straight.... I have an offer for you.
- Go on.
- In these times dieties strive for energies. Doomforests is important place in our battle with Nifih-Gogol axis. Your ability to claim unlimited quantities of energy might help us greatly.
- And what would I have if I help you?
- When you wake up, your corporeal form weakens and withers away. The Great Beyond wants you back, and your body weakens quicker than we thought! We might help you conservate your body, and make an anchor so you could quickly come back to mortal realms should you go to The Great Beyond!.

After a while of consideration

- I'm in. What should I do master?
- First of all, don't call me master as young necromancers do. Call me an associate, as we both have our interests in this... cooperation. Your first task is simple. There is a dwarf called Iamblichos. He is my descendant. He died in Doomforests when you came after Osp. Next his soul took the body of Stakud, or was it Skazul? Anyways, he's undead. Convert him to our side!
- Yes... my associate. And what about my interests?
- Gather some energy, and imbue an object with it. That's how anchors are made!
- Great. I'll be back with Iamblichos!

Everything turns around and turns black. I wake up, and go in search of our new associate.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 09, 2015, 02:26:38 pm

Quote

Why is there a kid running around there?

If that kid running around in the caverns happens to be Mate the 889th I'll be pissed.

If he dies, while I go berserk, just rename any dwarf that's releted to Mate the 888th (preferebly a cousin or a nephew) and call him Mate the 890th, please.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 09, 2015, 05:34:27 pm

WELP. Hearing the screaming and tearing from the other side of the hospital wall, I'm guessing she did change. Apparently the blood moon is at 12:00 Noon. Sorry Mr. Trapper Guy, but I'm kinda glad we hadn't taken down your wall yet. On the plus side, we have another weapon to use against the Forgotten Beasts!



I order pathways to the bodies in the caverns, but not to breach the wall yet. Same with the elevator back to Old Doomforests to save the soldier up there. To speed up this process, I assign our Legendary Miner off the military for now, to work with Taupe who is also arranged to do only mining and doctoring. That should help speed it up.

Spoiler (click to show/hide)



Speaking of speeding things up...

I leave a notice on all dining tables. "If you're not doing anything, you're going on mason duty for the Total Safety Project after we finish burying/memorializing these guys. If you don't want to do that, don't slack off! You have standard breaks, use them to relax! Otherwise get to work! -Overseer" Amazingly enough, any reports of idle dwarves quickly disappear.

Time itself seems to speed up. We're getting 41 FPS, which stands for Fathers Pushing Sons, or the amount of guilt the last generation can put on the younger one. Must be those new education techniques in action!

On the 23rd of Felsite our resident Wereantelope turns back into a dwarf. I quickly recruit her into her own squad for the future. I've changed her Occupation to match. I'll let her out as soon as we have an opening to the caverns to fight the Forgotten Beasts. Actually, we may not need it.

One of the last two overseers created an airlock-type exit to the caverns, blocked by Maxcat's Artifact Door. Unseal, place her inside, seal it back up, and let her loose when she transforms. I'll probably give her a nice weapon to fight with as well. Even the cursed earn their keep in Doomforests.



44

Our Liason arrives to inform me that they wish to elevate us in the eyes of the realm. Okay then. Great. Go away. They would have spoken with the mayor, but the mayor still doesn't have an office right now so she'll have to deal.

Spoiler (click to show/hide)

Monom Tangathmosus: I am your liaison from the Mountainhomes. Let's discuss your situation.

I've come to realize even though this fortress is far more centralized than Old Doomforests, getting around is still an absolute mess. Which is EXACTLY what I hoped for with the TSP. It's still annoying having everyone complain about being unable to find stuff though.

Astville is unearthed, and the shaft is widened. Now maybe we can plant something. Probably not though. Nope, still getting a billion "cannot find seeds" messages.

...I think I'm dreaming, but I'm pretty sure I just saw a dead fish fall into the magma pool. Nope. Not dreaming. Looks like a perch. It's dead, but the fact it's still existing is confusing me. And no one is above it to drop said fish! There should be no good reason there's a fish sinking in this magma, yet there is? Okay, it's been too long since I got a drink, I'll get one now.

<u>Spoiler</u> (click to show/hide)



Ummmm...what? I didn't order any....oh yeah, the mayor. Mate888 drags him to jail, despite my pleading that we need every dwarf we can spare, and it really isn't a big deal. He glares at me and says something like "I built a gigantic jail, and WE'RE GOING TO USE IT!" I tried saying something in response, but our craftsdwarf was already being dragged up the staircase.

Spoiler (click to show/hide)

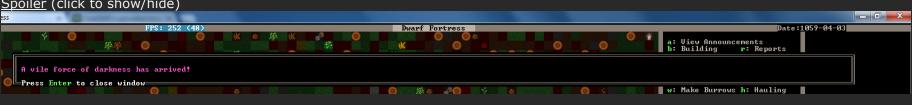
→Uzol Edemasol, Craftsdwarf cancels Make rock Pot: În Custody.



I found out who tossed the fish, because they tossed another one. I rushed over to TechnoXan as he dumped some more fish off the side of the highest bridge. "That's the dumping zone, and the fish was going bad. So I tossed it." One mystery down, at least.

Summer hits us, and I look at the status of my projects. Our werebeast is still not let out, and neither has the airlock construction been handled yet. Frusterated, I cancel letting our single-person squad "Werebeast's Duty" out until after her next transformation. We can at least get the lock ready though.

Spoiler (click to show/hide)



I should probably figure out those levers soon. EVERYONE BACK TO BASE!

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 09, 2015, 06:48:48 pm

Everyone starts running around yelling, cancelling job orders, and all trying to get back into the base before I pull every lever I can get my hands on.

Actually, the first lever I touch ends up sealing the Trade Depot, so I leave the other two alone. Making a note now for future reference.

Wait...getting some reports now...

<u>Sponer</u> (click to show) finde)		
Citizens (50) Pets/Livestock (22)	Others (52)	Dead/Missing (700)
Bax Smunstuozran, Goblin Bowman		Invader
Bax Slaxuslomod, Goblin Bowman		Invader
Bax Ngomkugme, Goblin Bowman		Invader
Zom Bemromnu, Goblin Crossbowman		Invader
Ngokang Okmongom, Goblin Bowman		Invader
Amxu Bemloz, Goblin Bowman		Invader
Xuspgas Bodstozu, Goblin Crossbowman		Invader

Only 7 bowgoblins? That's it? The rest of the creatures are wild animals, caged things, and one forgotten beast. (We lost track of the Blob made of Fire) I mean, I knew their empire was crumbling under them and all but that's still sad. This is just a local tribe trying to survive. I'd almost feel bad for them if they weren't all trying to kill us in horrible, horrible ways.

They aren't even all attacking. Two are hanging back to protect their way out of here. 5 goblins. Five. Okay, let them get closer, and then we'll unleash the military at point blank range. I wonder why I bothered putting the gate up. This'll be easy. But I feel like I'm forgetting something...

Spoiler (click to show/hide)



OH SHIT. My new elevator hit the side of the road downwards and has a path into the fort! SHIT SHIT SHIT. Military! Run to the breach! Attack now!





The goblin gets the first shot, hitting him hard enough to damage his kidney but not breaking skin. The Captain rushes the goblin back to attack. Soon though the others militia catch up and start wailing on the guy. The goblin gets one more shot in, but now prepared for it the captain dodges. Now for the rest.

```
Page 1/1
                                                                                                                                                          FPS: 300 (50)
   The Marksdwarf Captain misses The Goblin Crossbowman! Xuspgas Bodstozu, Goblin Crossbowman: Has the tide turned? I must
  The Marksdwarf Captain misses The Goblin Crossbowman!
The Marksdwarf Captain attacks The Goblin Crossbowman but He jumps away!
The Marksdwarf Captain bashes The Goblin Crossbowman in the left lower
   arm with her (steel crossbow), bruising the fat through the ({troll fur
   cloak})!
  The Marksdwarf Captain attacks The Goblin Crossbowman but He jumps away! The Marksdwarf misses The Goblin Crossbowman! The Marksdwarf Captain attacks The Goblin Crossbowman but He jumps away!
 The Marksdwarf Captain jumps away from the flying ((silver bolt))!

The Marksdwarf misses The Goblin Crossbowman!

The Axedwarf strikes The Goblin Crossbowman in the right foot with the pommel of her (steel battle axe), bruising the muscle through the ((troll fur shoe))!

The Marksdwarf misses The Goblin Crossbowman!

The Marksdwarf Captain bashes The Goblin Crossbowman in the right lower arm with her (steel crossbow), bruising the muscle through the ((troll fur cloak))!
 fur cloak)!
The Marksdwarf bashes The Goblin Crossbowman in the right upper arm with his (-steel mace-), bruising the fat through the ((troll fur cloak))!
The Marksdwarf charges at The Goblin Crossbowman!
The Marksdwarf collides with The Goblin Crossbowman!
The Marksdwarf bounces backward!
The Marksdwarf bounces backward!
 The Marksdwarf bounces backward!
The Marksdwarf misses The Goblin Crossbowman!
The Axedwarf slaps The Goblin Crossbowman in the first finger, left hand with the flat of her (steel battle axe), tearing apart the skin and bruising the muscle through the (\text{troll fur left glove})!
The Marksdwarf Captain bashes The Goblin Crossbowman in the left lower arm with her (steel crossbow), bruising the fat through the (\text{troll fur cloak})!
                                                                                                                                                                                                                                               left hand
  The Marksdwarf misses The Goblin Crossbowman!
The Marksdwarf Captain strikes at The Goblin Crossbowman but the shot is narrowly deflected by the ((iron crossbow))!
  The Goblin Crossbowman loses hold of the ((troll fur right glove)).

The Axedwarf hacks The Goblin Crossbowman in the right lower arm with her (steel battle axe) and the severed part sails off in an arc!

Xuspgas Bodstozu, Goblin Crossbowman: Gruesome wounds! Begone fear!

The Marksdwarf Captain bashes The Goblin Crossbowman in the left upper leg with her (steel crossbow), bruising the muscle through the ((troll fur cloak))!
  fur cloak)!
The Swordsdwarf kicks The Goblin Crossbowman in the left upper leg with his right foot, bruising the muscle through the (\text{troll fur cloak})!
The Axedwarf hacks The Goblin Crossbowman in the left lower leg with her (\text{steel battle axe}, tearing apart the muscle through the (\text{barn owl man leather trousers})!
   A motor nerve has been severed!
The Goblin Crossbowman falls over.

The Marksdwarf bashes The Goblin Crossbowman in the right upper leg with his (-steel mace-), bruising the muscle through the (\tautrice troll fur cloak\)! The Marksdwarf Captain strikes at The Goblin Crossbowman but the shot is narrowly deflected by the (\taurrow iron crossbow\)! The Marksdwarf strikes at The Goblin Crossbowman but the shot is deflected by the (\taurrow iron crossbow\)! The Swordsdwarf punches The Goblin Crossbowman in the upper left back teeth with his left hand and the severed part sails off in an arc! The Marksdwarf Captain bashes The Goblin Crossbowman in the lower body with her (steel crossbow\), but the attack is deflected by The Goblin Crossbowman's (\taurrow copper breastplate\)! The Axedwarf hacks The Goblin Crossbowman in the lower body with her (steel battle axe), tearing apart the muscle and tearing apart the spleen through the (\taurrow troll fur cloak\)!

The (steel battle axe) has lodged firmly in the wound!
  The (steel battle axe) has lodged firmly in the wound!
   The Goblin Crossbowman gives in to pain.
The Goblin Crossbowman loses hold of the ((giant cave spider silk hood)).
The Goblin Crossbowman loses hold of the ((«iron helm»)).
The Goblin Crossbowman loses hold of the ((iron crossbow)).
  The Swordsdwarf stabs The Goblin Crossbowman in the head with his *iron short sword* and the severed part sails off in an arc!
     s: Search
                                                                                                                                                     Announcement Date: 5th Hematite. 1059
 z: Zoom to location
```

The next four goblins stuck together, and are shooting the dwarves while one tanks for a bit. Our resident Hero (Why was he named a Hero again? Was he the one who trapped Osp? I can't remember.) leads the charge, stabbing the closest goblin swiftly in the head with his spear, and then blocking several bolts with his shield. Everyone else follows close behind, rushing the Goblins like a wave crashing down. Even in the limited space everyone seems to get a hit in. The dust soon settles.

The only two goblins left are the ones still hanging back by their entrance, waiting for the call of victory. We could go kill them, but I'd rather they realize that everyone else is dead and spread the story of Doomforests to the other tribes. Also, they're sitting in a big open field which makes attacking them more risky. I keep an eye on them as I remove the call to stay in the fort as I lower the gate. The other two don't move.

The liaison takes the opportunity to inform me about the goings-on in the world. He talks about the Goblin Empire's (The Frilly Plagues) huge campaign into the heart of Dwarven Territory, completely surrounding us by foes. It was a terrifying attack into our civilization that wasn't expected at all. The problem is that was several years ago. This year the Town of Stroking took all those sites back, killing a large portion of The Frilly Plagues' troops. It was a truly exciting story, but I'm more informed than this guy is. Like I said, I get WORK done in my office.

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Spoiler (click to show/hide)
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Frilly Plagues.

Several years ago refugees calling themselves The Tower of Excavating fled from the area just
upon the place.
                                       ars ago refugees calling themselves The Reputed Lances fled from the area just before an army
calling themselves The Gold of Violence fled from the area just before an army of The Frilly
```

I order a wall to be put up immediately, and to collect the Goblinite.

The liaison asks what we want for next year. I shrug. A few longs, some nice armor and weapons perhaps, and for food...a little bit of everything. He laughs at my joke. I'm not kidding, I say. I want to order a little bit of EVERYTHING. We should never have to worry about food and drink for years amount. I stare him down until he gets the message.

He hands me a sheet of what they want in return and quickly walks away.

I get a report those last two goblins are still hanging out. "Any minute now," they think. Bob will come over the horizon with everyone else carrying dwarven food and gold, any minute now." I chuckle and send the scouts on their way.

I feel a big rumble from deep within the earth. The walls shake and pots break. I quickly catch up to some of our miners. "Probably a cave

in." "Where?" I ask. "Dunno. There's a lot of cavern we haven't explored yet." I'm satisfied with that answer and continue on my way.

I find a combined bed/office/dining room made of gold up near Old Doomforests, accessible to us now. I give it to the mayor so she'd stop complaining. She quickly orders two bracelets to be made. I tell people to start making some rock crafts and sit down for a meal. It's the 15th of Hematite.

Spoiler (click to show/hide)

a: View Announcements
b: Building r: Reports

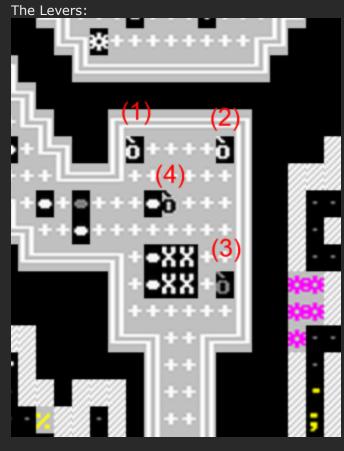
The Minotaur Lidodstigil Kulsimuglush has come! A giant humanoid monster with the head of a bull.

Press Enter to close window

w: Make, Burrows h: Hauling

Okay we might have a little more trouble here than the goblins.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 09, 2015, 06:59:03 pm



- (1) Close the bridge between the Depot and the fort.
- (2) Close the bridge between Outside and the Depot.
- (3) 19z fall. For killing elves and large groups of trolls.
- (4) Nothing. Was not built before my turn ended. Was intended to be an emergency !!PANIC!! lever to shut every bridge in the fort (We have a few).

Also remember, In case of !!fun!!, send dwarves to the statue garden: It is sealabul via bridges, and is isolated from the rest of the fort. I would suggest placing a pick in there, just in case.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 09, 2015, 09:14:51 pm

Wow!!! So cool, this turn had were beasts, gobbs, *AND* a minutar! ⊜⊜ looks like things are going great too. Thanks for Dorfing me as well, I love the charecter.⊜

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 09, 2015, 09:56:44 pm

Oh, yeah! The jails are back into buissness! And yes. The resident hero is a peasant/speardwarf who captured Osp. Also, is Mate the 889th alive?

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 09, 2015, 10:07:34 pm

Yeah, it was some other kid who got sealed off and died. How did so many get stuck in the caverns anyways?

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 09, 2015, 10:10:20 pm

When I got the fort, about half a dozen dwarfes were in the caves. I figured I would lose more dwarfs if I tried to rescue them, after my first attempt failed. Also, please make sure that there is no way into the caves from astville, because I have no Idea how they survived that long on their own.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: PyroTechno on February 09, 2015, 11:03:38 pm

Quote from: SkaiaMechanic on February 09, 2015, 02:08:39 am

Pyrotechno, you are a competent furnace operator.

Hooray!

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Taupe on February 10, 2015, 12:16:50 am

Quote

I quickly recruit her into her own squad for the future.

oh, yeah. that's why the second squad is named "Super Happy Team". That's where I used to put all our current werebeasts and vampires. The fact that the previous sentence was an accurate statement is both hilarious and very sad.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 10, 2015, 03:05:23 am

You know, if Salemuk hadn't (and I assume he did) deleted the burrow called "fort" that I made all this death and misery would not be happening.

Yeah. Totally not my fault. I'm out to execute prisioners.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Salmeuk on February 10, 2015, 04:21:51 am

Quote from: mate888 on February 10, 2015, 03:05:23 am

You know, it Salemuk hadn't (and I assume he did) deleted the burrow called "fort" that I made all this death and misery would not be happening. Yeah. Totally not my fault. I'm out to execute prisioners.

OBJECTION! I NEVER TOUCHED YOUR BURROW DESIGNATION!

ehehehehe at least I don't think I did. . . .

I think you could write quite a few different sentences, all starting with, "You know, if Salmeuk hadn't. . ."

- -failed to train a military
- -failed to smith weapons
- -carved a staircase to the caverns
- -failed to defend that staircase
- -uprooted the entire fortress population
- -forgotten a dwarf

Anything else?

Wait, skaia, did you breach the new caravan tunnel I had carved or was it one of the older, incomplete tunnels left about?

Title: Re: The fate of Doomforests -The Death of Babyminister

Post by: maxcat61 on February 10, 2015, 10:53:04 am

double post: ignore this

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 10, 2015, 10:54:40 am

Quote from: Salmeuk on February 10, 2015, 04:21:51 am

Ouote from: mate888 on February 10, 2015, 03:05:23 am

You know, it Salemuk hadn't (and I assume he did) deleted the burrow called "fort" that I made all this death and misery would not be happening. Yeah. Totally not my fault. I'm out to execute prisioners.

OBJECTION! I NEVER TOUCHED YOUR BURROW DESIGNATION!

SUSTAINED! THE BURROW WAS THERE WHEN I STARTED MY TURN, AND ENDED IT TOO.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 10, 2015, 11:38:44 am

Yeah, I used the burrow for the new fortress. I haven't expanded it yet to add on Maxcat's additions or Astville.

I breached the new caravan road. To get to the surface, dwarves had to walk the entire road up to the surface, so I made a staircase in the middle to improve efficiency. That was a good idea. The bad idea was linking one floor to the fort itself for even more efficiency. Luckily the military made it just in time, and the hole is now plugged up again.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 10, 2015, 03:12:41 pm

Quote from: SkaiaMechanic on February 10, 2015, 11:38:44 am

Yeah, I used the burrow for the new fortress. I haven't expanded it yet to add on Maxcat's additions or Astville.

I breached the new caravan road. To get to the surface, dwarves had to walk the entire road up to the surface, so I made a staircase in the middle to improve efficiency. That was a good idea. The bad idea was linking one floor to the fort itself for even more efficiency. Luckily the military made it just in time, and the hole is now plugged up again.

Oh, maybe that's why the farmers don't use the seeds in Astville. Because they are not in the burrow. I mean, that's the reason why my expanded the burrow to the designated diggin

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 10, 2015, 03:59:47 pm

Also make sure that the seeds are not forbidden: I may have forbidden everything there.

Title: Re: The fate of Doomforests - Punch it in the Head!!!! Post by: SkaiaMechanic on February 10, 2015, 04:03:47 pm

Workin' on the new update, though it might not be ready until tomorrow. Though I must say that our Hero, Kogsak Inkutter, is kind of a badass, and rightfully earns his spot as captain of the dwarves. He gets to keep his name. You know who else is a badass? TechnoXan, a non-military armorer who took on a minotaur with no equipment. May he rest well.

Don't worry, unforbid the seeds and took them out of burrow alert for now. The farmers are actually getting some planting done, but haven't done the obvious thing and brought the seed barrel up, even though the Astville Storeroom doesn't keep seeds.

Edit: Also, Dark One, apparently you died a while ago, but I brought you back as an Architect. I can't find your body/memorial/coffin. So your Necromancer stories are fairly relevant! No one noticed you were dead, not even yourself. So....undead architect. I was wondering why you were following them so willingly!

Writing okay so far?

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Taupe on February 10, 2015, 05:24:39 pm

Ouote

Writing okay so far?

It's one of my favorite turns so far.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 10, 2015, 05:42:45 pm

Your writing is riveting dude! No joke, I love it. I'm glad my Dwarf fell a hero... Or something like that. Oh and can I be re-Dorfed as TechnoXan 2, another smith or if none are available a militia Dwarf if you haven't already?

Edit:

Ignore this, I thought my Dwarf died by getting squished by the Minotaur. "May he rest well..." But then I saw the detailed report, WHOA! My Dwarf is the best I could have hoped for!! :D

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Dark One on February 11, 2015, 01:37:16 pm

[OOC]

Quote from: SkaiaMechanic on February 10, 2015, 04:03:47 pm

Edit: Also, Dark One, apparently you died a while ago, but I brought you back as an Architect. I can't find your body/memorial/coffin. So your Necromancer stories are fairly relevant! No one noticed you were dead, not even yourself. So....undead architect. I was wondering why you were following them so willingly!

First, my dorf dies in unknown circumstances, the body is nowhere to be found. Without any knowledge of this I have written about body withering away, leaving corporeal form and joining necromancers.... such extremely unlikely coincidences are standard with Dwarf Fortress. Is this game sending us signals, brainwashing us or something? Maybe it's curse of Doomforests?

Quote from: SkaiaMechanic on February 10, 2015, 04:03:47 pm

Writing okay so far?

Your writing is great! I wish my crappy writings could reach that level!

Journal of Dark One

This appears to be the last entry of the journall.

I'm standing in dimly lit chamber. There's an old, wooden bookcase with empty shelves and cracked rock throne. Green glow gives this place an eerie feeling. The smell of death surrounds me. In the middle of the room I can see mangled dwarven body with, what seems to be, a metalsmithing toolkit. The body itself is a horrifying, unrecognisable mass. This body is strange. It's somehow.... familiar. There's also a scarred goblin chained to a wall. His limbs were chopped off and wounds treated. I pity him as the rest of his life he would be stuck there without any hope. Suddenly a master necromancer enters the chamber through the archway.

- Welcome Dark One! I'll show you how to use necromantic powers! Watch cautiously!
- *He makes a few gestures at the empty space*
- Now repeat, aiming at the body lying here.

As I gesture with my hands the unrecognisable mass takes more dwarfy shapes. It stands up and mutters with pain:

- ...Me...

And explodes. The explosion is nearly deafening. Blood spoils all around and fractures of bones fly across the room. Should I've been in my corporeal form I could've been seriously wounded.

- Corpse explosion spell is useful if you want to quickly weaken enemy forces. You've made a geat job, although the corpse shouldn't reanimate! No you'll learn how to drain energy. There's a gobling chained to wall, focus a bit and point at him with your hand.

As I follow his orders I feel crawling sensation going through whole my body, and getting stronger in the chest. I look panic-stricken at the goblin. His skin changing colors from shades of green, through blue to grey and nearly black. His flesh is falling off his body and blood flowing from his eyes, yet he doesn't feel anything. He seems relieved finally meeting his end.

From my bedroom I ran straight towards mayors office in hope of finding Iamblichos. Instead of finding the mayor, I woke up overseer. Skaia has claimed mayors rooms! He was mad when he saw me in his room. I just pretended that I'm sleepwalking and gon away. I don't think that I fooled him though.

It's getting strange here nowadays. I can't get to forges anymore. Whenever I try to go to work, blacksmiths tell me that there's no job for an architect there. I'm confused. When I take smithing hammer into my hands, metalsmithing knowledge mixes with random mathemathical formulas, building blueprints and designs. I can't do anything practical... yet I seem to have knowledge about almost any labor. Everyone calls me different than before, why?

I have completely forgotten way to my room! Something's not right.... something takes control over me, my mind weakens, my memories fade away... My wife! What was her name? Ges.... Ge... I can't remember! I must act quickly, I have to ask necromancers for help!

I lay in my bed. Visions of rocks floating in void and top of the tower ovrlaying it. When I'm just about to enter the tower, I see small, blinking light in the distance. I decide to go there instead, and find myself in the border between mortal realm, dreamlands, underground and the great beyond. As I get closer to light I feel something dragging my legs towards the light, and I quickly land on an island floating in the space. Colorful smoke and clouds surround the island. There's a gigantic storm, lightings rage upon the skies. There's a skeleton sitting on a rock throne. When I look at it I get a crawling sensation all over my body. It looks like it's ages old. Bones of the skeleton are all cracked and in some places even burned. They have a dark yellow shade. As I come closer the skeleton shudders and looks at me with it's empty eye sockets. The skeleton speaks:

- Greetings friend! It's the first, yet not the first time you are here!
- What do you mean?
- You have come again, yet for you it's the first time you see me. What have happened before was at the time of different incarnations.
- Incarnations?
- Since ages the never ending chains of life and circle of undying have tied you to the mortal realm.
- Never ending chain of life? Circle of undying?
- To understand it you must go back with your memories to the very beginning. To the first incarnation.

I try to focus on what's left of my memories, but it seems that I've lost most of them. I look cautiously at the hole in the forehead of the skeletons skull. Memories flow within me. Suddenly I realised that I know what have happened. I recall my first incarnation. I remember my name, the days when I was a bookkeeper in a fortress. I had a friend who was a manager. I remember those good days when I was studying tomes of knowledge in my dimly lit chamber, drinking merrily with family and conversating with my friend. Those days were simple and full of happiness. It all has ended when I was throwing a tantrum due to death of my father. Now I realise how the hole in the skull has appeared. Feeling guilty and being horrified I looked for help of dieties. The only diety that responded to my prayers was god of death and misery. He gave me a rock slab and told to read it. I ressurected my friend, burned the whole fortress and built my tower. Since then I've grown to be fearsome and powerful necromancer. One day an adventurer appeared. He tried to free the land of bone chilling horror. I ordered minor undead to stop him until I finish a ritual of reincarnation. They couldn't stop him, and so he interrupted me. Before he dealt me th final blow I imbued my most loyal servant with power and send him to other realm. Then I died. The ritual was flawed, and with each reincarnation I suffered death of mind. My mind was weakened with each death, and my memories faded away. I remember each incarnation now. I ask:

- How to stop this from happening?
- You can't. The chains of life and circle of undying cannot be broken. This is the Armok's will. You are doomed for eternity.
- So what can I do?
- Legacy.
- I must leave a legacy for next incarnations?
- No, necromancers would destroy it when next incarnation would give it to them. Leave a legacy to someone, who will keep it safe, to someone who is wise beyond his age.
- I know! I have to go now!
- * As I leave the skeleton shudders again, and in his last moments of undeath it mutters:*
- See you soon Dark One! I know you'll be back!

I try to wake up, but something drags me again. I try to fight it off, but it's too strong. Suddenly I find myself in the weird room. There's a table with map of the whole world on. There are dieties sitting on the chairs and moving figurines over the map. As one spots me it says:

- What are you doing here?

And banishes me out of this weird realm. I wake up.

I decided to give my journall to the fortress's bookkeeper. Taupe is a wise man, and I know that between many noted down nightmares and my journall entries, he can find some usefull information. I walked down the corridoor, knocked to Taupe's doors and lef tmy journall with note.

To Taupe,

I am leaving this journal as a legacy and warning. Be aware of necromancers and dieties striving for power, as they will use any means at their disposal to gain power. You may not believe me, you can treat this as a ramble of schizophreniac, but be aware of what I have written.

Dark One

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: SkaiaMechanic on February 11, 2015, 04:09:05 pm

As I write down the next entry, please keep my state in mind in thought.

I have written that the battle against the goblins was a landslide. Let me copy down some reports for examples of how one-sided this was.

```
The Hero attacks The Goblin Bowman but He jumps away! The Marksdwarf Captain misses The Goblin Bowman!
 The Goblin Bowman loses hold of the ((giant toad leather sandal)).
The Goblin Bowman loses hold of the ((troll fur sock)).
The Swordsdwarf slashes The Goblin Bowman in the left foot with his *iron short sword* and the severed part sails off in an arc!
The Axedwarf hacks The Goblin Bowman in the left upper leg with her (steel battle axe) and the severed part sails off in an arc!

The Hammerdwarf strikes at The Goblin Bowman but the shot is narrowly

deflected by the (⟨copper bow⟩)!

The Marksdwarf kicks The Goblin Bowman in the right upper arm with his right foot, bruising the muscle through the (⟨troll fur cloak⟩)!

The Axedwarf hacks The Goblin Bowman in the left hand with his -iron battle axe—, tearing apart the muscle through the ⟨⟨caye spider silk le
  battle axe-, tearing apart the muscle through the ({cave spider silk left glove})!
 Many nerves have been severed!

The Hero stabs The Goblin Bowman in the right eye with his (-bronze spear-), tearing apart the right eyelid's skin through the ({troll fur cloak})!
The Marksdwarf bashes The Goblin Bowman in the right upper arm with his (*steel mace*), bruising the muscle through the ({troll fur cloak})?
The Swordsdwarf scratches The Goblin Bowman in the left hand through the ({cave spider silk left glove})?
A tendon has been torn?
The Marksdwarf Captain bashes The Goblin Bowman in the right upper leg with her (steel crossbow), bruising the muscle through the ({troll fur cloak})?
The Hammerdwarf bashes The Coblin Bowman in the right upper leg
  The Hammerdwarf bashes The Goblin Bowman in the upper body with his (+iron war hammer+), bruising the muscle, jamming the right false ribs through the liver and tearing the liver!
  The Goblin Bowman gives in to pain.

The Goblin Bowman loses hold of the ((cave spider silk right glove)).

The Goblin Bowman loses hold of the ((copper bow)).

The Axedwarf hacks The Goblin Bowman in the right upper arm with her (steel battle axe) and the severed part sails off in an arc!

The Coblin Bowman loses hold of the ((giant toad leather sandal)).
 The Swordsdwarf slashes The Goblin Bowman in the right foot with his *iron short sword* and the severed part sails off in an arc!

The Hero stabs The Goblin Bowman in the head with his (-bronze spear-), tearing the muscle and fracturing the skull through the ({dingo leather bood)}
hood>)!
A tendon in the skull has been torn!
The Marksdwarf bashes The Goblin Bowman in the lower body with his (-steel mace-), bruising the muscle and bruising the left kidney through the ({troll fur cloak})!
The Axedwarf hacks The Goblin Bowman in the head with his -iron battle axe-, bruising the skin through the ({dingo leather hood})!
The Marksdwarf bashes The Goblin Bowman in the head with his (*steel mace*), bruising the muscle through the ({dingo leather hood})!
The Marksdwarf Captain bashes The Goblin Bowman in the head with her (steel crossbow), but the attack is deflected by The Goblin Bowman's ({wiron helm>>})!
The Swordsdwarf slashes The Goblin Bowman in the head with his *iron
   hood>>!
 The Swordsdwarf slashes The Goblin Bowman in the head with his *iron short sword*, but the attack is deflected by The Goblin Bowman's ({«iron helm»})!
 The Hammerdwarf bashes The Goblin Bowman in the head with his (+iron war hammer+), bruising the muscle and fracturing the skull through the ({dingo leather hood})!

The Marksdwarf bashes The Goblin Bowman in the head with his (*steel mace*), bruising the skin through the ({dingo leather hood})!

The Axedwarf hacks The Goblin Bowman in the head with his -iron battle axe-, but the attack is deflected by The Goblin Bowman's ({«iron helm»})!

The Goblin Bowman loses hold of the ({dingo leather hood}).
 The Swordsdwarf stabs The Goblin Bowman in the head with his *iron short sword* and the severed part sails off in an arc!
```

```
FPS: 300 (50)
  Page 1/1
    The Boordsdwarf blocks The flying ((copper bolt)) with the (iron shield). The Hero strikes The Goblin Crossbowman in the upper lip with his (iron shield) and the injured part is crushed!

The Hero stabs The Goblin Crossbowman in the right upper leg with his (-bronze spear-), fracturing the bone through the ((dog leather cloak))! A tendon has been torn!

The Goblin Crossbowman falls over.

The Goblin Crossbowman gives in to pain
The Goblin Crossbowman falls over.
The Goblin Crossbowman gives in to pain.
The Hero stabs The Goblin Crossbowman in the head with his (-bronze spear-), tearing the muscle and fracturing the skull through the ((cave spider silk hood))!
A tendon in the skull has been torn!
The Hero stabs The Goblin Crossbowman in the head with his (-bronze spear-) and the injured part is cloven asunder!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The (-bronze spear-) has lodged firmly in the wound!
```

Needless to say, I was feeling quite confident of our military dwarves at the moment. Still, no reason to risk anyone unnecessarily as they were probably still tired from their last fight. We'd fight, but it would be on my terms. I gathered the 10 military dwarves at the Trade Depot and raised the door. Sadly, reports of dwarves stuck outside started reaching us. Two dwarves, an herbalist and a fishery worker, were quickly slaughtered by the minotaur. It validated my claim that this was a dangerous foe, and deserved caution, even if it did come at a price.

I got a strange message though, I had noticed our manager Drokles II hanging out by himself in the statue room above the lava pit focusing on "attending meeting" even though he wasn't moving and no one was around him. Was he having a meeting with the statues? Soon after though, I got this message:

Spoiler (click to show/hide) Dwarf Fortress

A diplomat has left unhappy.

I couldn't figure out how. I mean no one in an official position had died, and normally they can hang out forever. The liaison was still inside Doomforests grounds, however, so I zoomed in on him.

It appeared the liaison, following a dwarf much faster than him, got trapped on the other side of the gate. Finding no way in, he gave up and started to head back up the caravan road to the surface. Coincidentally, he reached the top at the exact same time the Minotaur did.



To the minotaur, this wasn't a battle. This was sport! He took one of the dead dwarves' socks and wrapped it around his hand, cushioning the blow to let him enjoy each death more. His first test subject? One unhappy diplomat.

Spoiler (click to show/hide)

```
The Minotaur strikes The outpost liaison in the lower body with her ((giant cave spider silk sock)), bruising the muscle and bruising the pancreas through the ((alpaca wool cloak))?

The Minotaur strikes The outpost liaison in the left lower arm with her ((giant cave spider silk sock)), bruising the muscle through the ((alpaca wool cloak))?

The Minotaur bites The outpost liaison in the upper body, bruising the muscle, shattering the right false ribs and bruising the liver through the ((alpaca wool cloak))?

The Minotaur latches on firmly?

The Minotaur shakes The outpost liaison around by the upper body, tearing apart the upper body's fat and bruising the muscle?

The Minotaur strikes The outpost liaison in the head with her ((giant cave spider silk sock)), bruising the muscle through the ((sheep wool hood))?

The Minotaur strikes The outpost liaison in the head with her ((giant cave spider silk sock)), bruising the muscle through the ((sheep wool hood))?

The Minotaur strikes The outpost liaison in the head with her ((giant cave spider silk sock)), bruising the muscle through the ((sheep wool hood))?

The Minotaur strikes The outpost liaison in the head with her ((giant cave spider silk sock)), bruising the muscle through the ((sheep wool hood))?

The Minotaur strikes The outpost liaison in the head with her ((giant cave spider silk sock)), bruising the muscle through the ((sheep wool hood))?

The Minotaur strikes The outpost liaison in the head with her ((giant cave spider silk sock)), bruising the muscle through the ((sheep wool hood))?

The Minotaur strikes The outpost liaison in the head with her ((giant cave spider silk sock)), bruising the muscle through the ((sheep wool hood))?

The Minotaur strikes The outpost liaison in the head with her ((giant cave spider silk sock)), bruising the muscle through the ((sheep wool hood))?
```

After biting right into the dwarf, the beast kept slamming his fist into the liaison, punching him in the head over and over again.

On one hand, he was already unhappy, so it wasn't like he would leave with a good report anyways. On the other hand... He had my order form! Also, letting the diplomat die might even be a worse faux pas than trapping one outside. I ordered the gate to be lowered, and the military to attack. They rushed up the staircase, but they had a while to go.

Spoiler (click to show/hide)



Meanwhile our diplomat had vomited all over the ground with a major concussion and bleeding organs. The minotaur was laughing, enjoying inflicting such pain without death. It was so far though, that I didn't have any hopes of saving him. He was already unconcious But we would try. However, it seemed like there was a marksdwarf stuck outside already, and thus reached the bull man first. He slammed his crossbow into the side of the minotaur.

The minotaur didn't like that. He stopped torturing the OL, and turned his attention to the dwarf that fought back, and showed him the same kindness as the other dwarves.

Spoiler (click to show/hide)

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The Ristories riviging. The Purchage of the Engl with purchage course cases with the Cou
```

The next blood noon (sic) hits, and our two wereantelopes change. Oh, did I forget to mention one? It was a human currently trapped in a cage near the front. Also, I get another report of someone engaging the minotaur. A named dwarf not in the military, even with plenty of chances to get away at the moment.

```
Spoiler (click to show/hide)

Kadől Amemlogem has engraved a masterpiece!

'SkaiaMechanic' Uzolseng, Broker cancels Cut citrine: Needs rough citrines.

Kadől Amemlogem has engraved a masterpiece!

Ahang Teshileko, Human has transformed into a wereantelope!

'Cursed' Bavastducim, Wereantelope has transformed into a wereantelope!

'TechnoXan' Konossolon, Armorer cancels Recover Wounded: Interrupted by Minotaur.
```

It didn't matter that he wasn't in the military. He saw hurt dwarves and was going to save them or die trying. The minotaur towered over TechnoXan, his muscles like armor against any attack. Desprate for a hit, TechnoXan dove towards the beast, punching its largest toe as hard as it could. He punches with Dwarven Fury, so hard that it caves in on itself back into the foot. The bull yells out in pain. He has spent so long sock-punching dwarves that he's out of breath. In his confusion, he slips and falls down the ramp leading into the fortress. TechnoXan screams in rage and jumps on the fallen minotaur body. He has no weapons, no armor, and is completely untrained for combat. All it would have to do is wake up bite him in two, or wring his neck. But he decides to give the beast a little of its own medicine.

Spoiler (click to show/hide)



```
The Armorer attacks The Minotaur but She scrambles away!
 The Minotaur collapses and falls to the ground from over-exertion. The Minotaur collapses and falls to the ground from over-exertion. The Armorer punches The Minotaur in the first toe, right foot with his right hand and the injured part collapses!

The Minotaur collapses and falls to the ground from over-exertion.
         inotaur gives in to pain.
inotaur slams into an obstacle!
 The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
 The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
 The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
 the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
→The Armorer punches The Minotaur in the head with his right hand,
```

He continues punching with all his might, throwing both fists as hard as he can. He knows all he's doing is bruising the muscle, making its head swell to a great size, but he continues punching. Whenever it tries to awaken and get back up, another fist lands squarely on its

head.

At this time, the military has finally reached the top. Lead by our resident Hero, he decides to end the battle quickly.

Spoiler (click to show/hide)

```
bruising the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Armorer punches The Minotaur in the head with his right hand,
bruising the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Minotaur regains consciousness.
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his right hand, bruising the muscle!
The Armorer punches The Minotaur in the head with his left hand, bruising
the muscle!
The Hero stabs The Minotaur in the head with his (-bronze spear-),
tearing the muscle, chipping the skull and tearing the brain!
•A tendon in the skull has been torn!
```

The beast has been killed. I consider immediately recruiting TechnoXan into The Kinetic Swans, but I decide to instead put him in the scouting party continuously off duty. He has a truly dwarven fighting spirit, but he's also our best blacksmith and we have a ton of unused magma forges. Rest well, TechnoXan. You've earned it.

With the battle done, I focus more on other matters.

Spoiler (click to show/hide)

```
Cursed' Bavastducim, Wereantelope has transformed into a dwarf!
```

The blood noon passes, and the wereantelopes transform back. Okay, let's try this again. The airlock is ready, so I order the wall in the hospital to be taken down. This time it's done with haste, and our dwarf is free. Well, she should be. This transformation has not been easy on her. She can't stand up, even though the transformation healed all wounds. Her legs shake and give out anyways. And she cries and cries as her "roommate" is taken away to be put in a coffin. It's completely mental, but Taupe has to bring her a crutch before she'll start walking.

Spoiler (click to show/hide)

```
'Cursed' Bavastducim, Wereantelope
"'Cursed' Glideworked"

(cave spider silk sock), Right foot
(cave spider silk right glove), Right hand
(cave spider silk left glove), Left hand
(cave spider silk left glove), Left hand
(cougar leather dress), Upper body
(pig tail fiber shoe), Right foot
(pig tail fiber shoe), Left foot
(large rat leather cap), Head
(kangaroo leather coat), Upper body
(giant cave spider silk trousers), Lower body
(llama wool right mitten), Right hand
(llama wool left mitten), Left hand
(giant cave spider silk hood), Head
(giant cave spider silk cloak), Upper body
coating of 'Cursed' Glideworked's dwarf tears (right)
```

Getting used to the crutch, I order her to the airlock. "You won't go down in history as a terrible monster," I console her, "That death wasn't your fault, but we can use your powers for good. It can't be cured, but no matter what I'll make sure you go down honorably whether you survive or not. You will be memorialized like Ast, the wereantelope of old. This I promise."

She stops walking for a bit, and starts walking herself the other way. Worried, I reemphasize her orders, that we need her to get to the airlock now before she transforms again, but she's having none of it. She continues to hobble with her crutch towards the stockpiles. There she picks up some light armor, a copper shield, and an iron battle axe. No matter what happens, she's going to do it with the intention of a dwarf, not a bloodthirsty beast. I think of telling her that the armor will be stripped off as soon as she changes, but decide that this is important to her, and let her keep what she got.

The wereantelope makes her way through the fortress to the airlock, knowing this might be the last time she ever gets to see living dwarves again. Through no fault of her's, she caused a death, and now faces her own. She turns to me before she steps in. "My name is Lor Glideworks, and I will fight for Doomforests until the very end." She stands inside the airlock, and the wall is rebuilt behind her. She hears the eyeless shrew claw at the artifact door in front of her, unable to scratch it. She can only wait now.



With a heavy heart, I walk away, leaving the Honored One to her fate.

To completely shatter the mood, I walk past an engraving I had never seen before.

Spoiler (click to show/hide)

Lenod Lirer, "The Seeds of Slop" Engraved on the wall is a superiorly designed image of 'Taupe II' Sinewcloisters the dwarf and dwarves by Tholtig Asizilral. 'Taupe II' Sinewcloisters is surrounded by the dwarves. The artwork relates to the election of the dwarf 'Taupe II' Sinewcloisters to the position of mayor of The Hall of Mortality in the late winter of 1054.

It's a picture of our mad doctor, awarding himself mayor while surrounded by a baby, a goblin, a dying dwarf, and a literal cabinet. Despite my best intentions, I can't help but crack a smile. I go to see my friend.

Taupe II is busy working on the injured Marksdwarf. He pulls him out of bed and onto the nearby table, trying to get him to hold still. "I require a traction bench," he says, "I'm making do with what I have but it would really help." It's hard to find a part-time doctor that actually knows when to stop working and start doctoring, much less one that tells me exactly what they need. I head out, sign into a mechanic shop, and make one for him personally. I order it installed, and the doctor immediately drags his patient over and sets him on

Doomforests. We work. We survive. Against all odds, we're still here.

I then get a disturbing report.

Spoiler (click to show/hide) → 'VAMP' Eggutmeng has become a mayor.

Not this again...the cult was harder to get rid of than I thought.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 11, 2015, 04:23:22 pm

Quote from: SkaiaMechanic on February 11, 2015, 04:09:05 pm

I then get a disturbing report.

Spoiler (click to show/hide) →'VAMP' Eggutmeng has become a mayor.

Not this again...the cult was harder to get rid of than I thought.

And this is why I wanted to put a lava floodgate in the jail: There is no problem that cannot be solved with proper administration of lava.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Max™ on February 11, 2015, 04:58:34 pm

Quote from: maxcat61 on February 11, 2015, 04:23:22 pm

Quote from: SkaiaMechanic on February 11, 2015, 04:09:05 pm

I then get a disturbing report.

Spoiler (click to show/hide) →'VAMP' Eggutmeng has become a mayor.

Not this again...the cult was harder to get rid of than I thought.

And this is why I wanted to put a lava floodgate in the jail: There is no problem that cannot be solved with proper administration of lava.

Ouote

There is no problem that cannot be solved with proper administration of lava.

...proper ADMINISTRATION of lava.

Quote

ADMINISTRATION OF LAVA!

Best mayoral platform since Taupe II's "vote for me, I'm not dead apparently!" back in the day!

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 11, 2015, 05:04:38 pm

Well, if a Vampire want to be mayor, and has so many skills, then he should be able to do the dwarfiest of tasks: stockpiling lava, and telling it where to go. Buckets and/or armor are optional, and not recommended

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 11, 2015, 05:17:40 pm

Quote from: maxcat61 on February 11, 2015, 04:23:22 pm

Quote from: SkaiaMechanic on February 11, 2015, 04:09:05 pm

I then get a disturbing report.

Not this again...the cult was harder to get rid of than I thought.

And this is why I wanted to put a lava floodgate in the jail: There is no problem that cannot be solved with proper administration of lava.

I like your point.

Death to the cultists!

Also, if you don't want to ruin his jail cell, you could just convict him for a random crime that has a deathly punishment and let me smash his head into oblivion.

Hell, just convict him of every crime on the justice screen.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 11, 2015, 05:18:49 pm

So, I want to create a (hopefully) awesome journal for my Dwarf. Should I just make up my stats? Like what he likes or what his skills are, because I am not sure of his current stats.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 11, 2015, 06:44:21 pm

More rumblings. The cavern is collapsing underneath us. Is there something causing it?

Oh, and we got a glimpse of the fire blob again. It was pretty easy, just had to follow the fire and ash. The beast had been fighting some creatures, and used its fire as often as it could. Somehow, it had gotten hurt himself. Its flame flickered in a few areas, and it's bright burning right wing was completely gone. Still, not getting close to that thing anytime soon.

I start coming up with a plan to deal with the vampire. I want to use it against others but really I just want it dead now. We lose track of the fire beast again.

For now, something concerns me. I'm a trader by heart, and I do a damn good job at it. And I haven't seen any traders so far. I worry that still being under "seige" ("ANY MINUTE NOW" they yell out) is preventing traders from entering. They've been shooting at birds to pass the time. We'd be going in disadvantaged at range, but we need to get rid of those two goblins. I order the seven Kinetic Swans to take them out.

The goblins launch silver arrows as fast as they can shoot them, but the Kinetic Swans are dodging admirably. A few dwarves are nauseous and dizzy from the sun, so I remember to get them up here more often. Still, there was nothing to worry about, like always, our Hero takes out both goblins with quick efficiency.

It is time. The door is remotely unlocked. May Lor strike hard and true.









Seriously? I thought unlocking it would let the beast in or Lor out! You mean I have to literally connect it to a lever myself to get it to open? That's such a pain. There she is, axe and shield in hooveshand, but no battle begins.

Lor turns back into a dwarf, and everyday life falls into a rhythm. I set up the mechanics to link with the door for next time. I open a path into Old Doomforests after forbidding everything I could think of.

Life continues without incident. It is now the 17th of Galena. Lor just turned into the beast again, but even when I throw the lever and the door disappears they can't attack each other. Even mechanically opened the Forgotten can't get through. New strategy. Have her attack on the day of turning, and then she'll turn midbattle. 13th of Limestone, gotta keep an eye out for that.





I wish I had more to write down here, but life at Doomforests is actually, kind of mundane for once. Everyone is busy, even our "mayor" isn't issuing any demands.

Well, at least that's interesting. We found the blob of fire again. Everywhere it moves a fire starts. It's pretty crazy.

And now it's swimming. And perfectly fine, except for a cloud of steam that follows it. How is it still alive????

Drinkin' time.

Spoiler (click to show/hide)

The image you are requesting does not exist or is no longer available.

imgur.com

Suddenly, a spirit falls into the eyes of Taupe II. He is possessed! He immediately runs to a mason's workshop and sets up.

Spoiler (click to show/hide)

The image you are requesting does not exist or is no longer available.

imgur.com

He runs out and grabs a some slate. This wouldn't be notable, except that he ran all the way across the fort for the "right" slate, passing many on his way. He wants the ones by the dead bodies no one is burying. After slowly hauling it back up the entire way, he runs backs and grabs another slate sitting right beside where the first one was.

Maaaaaaattttteeeeeee. Your heir stepped out into the sun and is now throwing up all around the fort. Go clean it up.

And with that, Autumn arrive on the calendar.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 11, 2015, 07:18:38 pm

OH MY GOD EVERYTHING IS GOING WRONG HOW DID THIS HAPPEN

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 11, 2015, 07:28:09 pm

Did you finish making my emergancy lever? I bet you wish you had right now.

Did you seal every entrance in Old Doomfortress?

Did a FB get in the fort?

Did you send the militia to attack, and did they all die?

Please, enlighten us.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 11, 2015, 07:32:21 pm

Oh no! What happened!? Mmm... My guess is Bax the blob of death, or the...other thing, its eyeless I think. Well hopefully I will not die. Or at least not a horrible, gruesome, and destructive death. :D Have you had to evacuate yet? That is what I have done in my last fort, kind of like an Astvill type deal. Stupid stinking Were Creatures...

Edit:

OK, no rush!:D

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: SkaiaMechanic on February 11, 2015, 07:38:25 pm

Nope, sorry, I have to get going now. Named dwarves died. I didn't think it could go so badly so quickly. A small project I had quickly gets put to use. I installed the emergency lever but wasn't done attaching it to most bridges.

Brave, brave Militia. Doomforests still has surprises in every bend.

Okay, talk more about it later, probably tomorrow with full report. Already late to an appointment.

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Taupe on February 11, 2015, 08:18:36 pm

Taupe II didn't like the new fort much. not that it wasn't pretty, no. New Doomforests was a very fancy place, definitely moreso than the bloodsoaked halls of old. The original fort was designed in the worst possible fashion, with small rooms, a dinning hall so far away from all the bedrooms, giant rooms making everything so far away... And the random mining shafts... No, old Doomforests was a terrible place. But it was their terrible place, the one he managed to salvage a few years ago, and which mate the 888th helped reclaim from an ancient vampire lord.

No, this place was fine, but it felt like a betrayal of everything they fought against. Even tho it was nicer, the same curses had followed them down here too. Wereantelopes filled his clinic, heirs to the legacy of Ast. The doctor remembered Ast fondly, how she accepted her fate and ventured in the caverns with honor, to face against Snustrok the nightmarish snail from hell. Despite the legends, the new wereantelope refused to attack her enemy. Blood moon after blood moon, the two beasts stared at each other without crossing the threshold. Linking the door to a lever did nothing to help. No, Something was wrong, and the more he studied the poor soldier, the more he realized the issue wasn't with her. Yes, she was rather mental at this point, but every time he made such a comment, Cabinet snickered from his corner, pointing out the irony. No, Lor is not at fault here.

After three moons, Taupe II decided to study the artefact. Maxcat the superminion had passed away, but his door namesake was still around, immortal and timeless in all it's beauty. They were so happy to have an unbreakable door, that they never stopped to reflect on the actual designs enscribed on the artefact. Where had he seen them? Could the door's glyphs, made of interwined round cabochon circles, copper engravings and gold patterns, be more than mere decoration? The gemworker Iamblichos would know, but he was dead as well now. There was, however, another dwarf acting strangely, who showed much interested in the books left by the deceased dwarf. What was his name already? The doctor had seen him a couple times already... That dwarf would jknow for sure, of the true warding powers sleeping within Maxcat61.

Annund, there he was once more. He had not touched most of his books since he moved to the new fort. With no further lead, no caravans to get new books, and no news from the brave dwarf who ventured on a journey ages ago, there was no point in dwelling on the subject anymore. For a time, he believed that Fath was right, that moving elsewhere would put all the curses and shadows of the past behind them. But walls and bridges cannot stop shadows, they only conceal them. Minotaurs were wandering the land once more, and wereantelopes, and cultists in the dark corners of the fort... He was so close to unraveling their secret meetings, but Fath exiled them here before he could finish his secret spying wall-tunnels. And now, a new vampire had arrived, and claimed the title of mayor. Datetattoed. The twisted tendrils of the shadow city had found Doomforests, and refused to let go. There was no research it any further, for what could a lone dwarf do against a remote city of vampires, anyway? Bloodsuckers and deities were too powerful for a mere doctor, no matter how well-versed the circumstances had made him. No, there wasn't much he could do on his own...

But the recent events had changed everything. Maxcat61 the artefact door changed everything. there was power in gems, power in the glyphs... Minion glimpsed at the true meaning of power, for even a single moment, when he poured his soul and mind into the creation of his door. His mind was so focused that for a brief instant, everything made sence, and he instinctively knew how to ward the door against the powers of evil. If they could study the glyphs, improve them, then maybe they can fend off the dark powers coming from Datetattoed... seal the cursed Chapel of Charms, even...

If only he could wield the same knowledge that minion did back in 1055. It was not too late, for he had never created an artefact in over a hundred years, and it is said that a dwarf can only enter a strange mood once. If luck would have it, inspiration and knowledge would come to him before he was too old... There was little hope in that, tho. instead he would focus on the younger dwarves, and study them as they produced artifacts of their own. Maybe he could select a group of promising young artists, and use hypnosis to prepare them, so that they focus their work toward something specific once a mood strike. It was worth a shot.

As he pondered on potential volunteers, a small knock was heard on the mad doctor's door. He opened, but found nobody. That's when he noticed the book on the floor, with the note. Dark One? Strange, the dwarf had not been seen in a month. Some assumed he was somewhere smithing, others believed he was still outside. Most of the fort didn't care, as Dark One was definitely weird in all the wrong ways.

To Taupe,

I am leaving this journal as a legacy and warning. Be aware of necromancers and dieties striving for power, as they will use any means at their disposal to gain power. You may not believe me, you can treat this as a ramble of schizophreniac, but be aware of what I have written.

Dark One

At this point, Taupe II was ready to believe anything. The warnings about necromancers filled him with shivers. He knew of vampires, and werebeasts, but the inclusion of dark mages to the mix just made everything so much worse. Whatever this book contained, he had to know. He crouched, and reached for the journal itself.

A strange feeling rushed through him as his fingers touched the cover. A flash.

Then darkness.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 11, 2015, 08:35:59 pm

Quote

mate the 888th, may he rest in peace

Wait, what? I tought I was moping my heir's puke outside! Aw, maaaaaaaaaaaaaaaaa.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Taupe on February 11, 2015, 08:59:28 pm

My bad, i misread, I assumed that having a mate the 889th meant you bit the dust. will correct. Haven't been home for a while, and read everything too fast.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drazoth on February 11, 2015, 09:07:47 pm

Quote from: SkaiaMechanic on February 11, 2015, 07:18:38 pm
OH MY GOD EVERYTHING IS GOING WRONG HOW DID THIS HAPPEN

Happens to all of us. All the time. Also, this was my reaction when, while looking over Numbers 2's engravings, I decided to take a quick peak into old DoomForests and noticed something. Look at this image (Acquired by loading up the save from end of my turn): Spoiler (click to show/hide)



And then take a look at this one (Taken from save at end of MaxCat's turn):



Anyone mind enlightening me?

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Taupe on February 11, 2015, 09:10:30 pm

Trolls destroyed your tomb. Trolls destroyed everyone's tomb (http://i.imgur.com/7f3hgME.jpg). Trolls destroyed everyone's everything.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drazoth on February 11, 2015, 09:23:21 pm

Thank you taupe. You shall be rewarded for this. Namely, with a tomb which will have solid gold everything. I'll put it right beside mine. They'll be basically the same, but mine will have a magma moat. I intend for these tombs to house all who we named/used in place of named dwarves. The trolls will pay though. not the specific ones that did it, cause I assume that they're dead, but all future trolls will pay in their stead. Not sure how yet, but I'll think of something. I am open to suggestions, and unlike last time I asked about this type of thing, I my even use peoples ideas, if they meet may standards of cruelty.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: maxcat61 on February 11, 2015, 11:35:05 pm

Quote from: Taupe on February 11, 2015, 08:18:36 pm

If only he could wield the same knowledge that minion did back in 1055. It was not too late, for he had never created an artefact in over a hundred years, and it is said that a dwarf can only enter a strange mood once. If luck would have it, inspiration and knowledge would come to him before he was too old... There was little hope in that, tho. instead he would focus on the younger dwarves, and study them as they produced artifacts of their own. Maybe he could select a group of promising young artists, and use hypnosis to prepare them, so that they focus their work toward something specific once a mood strike. It was worth a shot.

If you want to study gems, then you talk to Taric. He knows quite a bit, for a human.



Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Drazoth on February 12, 2015, 03:43:35 pm

Date Unknown; Somewhere far from DoomForests:

Having finally finished packing for the journey to DoomForests, Number 3 decides to see what the other Drazoths are up to.

He finds most of them in his family's private dining hall. 9 and 10 are sitting together at a table, 6 is entering from the other end of the hall and

7 is relaxing with a bottle of rum. Heading over to 7, a strong, powerful looking dwarf with a pick axe attached to a loop on his belt, 3 passes by 9 and 10. Due to their youth, they haven't been on any assignments yet. They seem to be playing a game with cards made from various expensive metals and jewels.

"What game is this?"

"It's called Sorcery: The Scattering. It's very interesting. Mother says it's supposed to be very popular among humans lately. One of the nearby hamlets is having a tournament for it. The prize is an invitation to the world championships in one of the major human cities. Mother wants us to be in that tournament."

"I was wondering when you were getting your first assignments. I take it your assignment is to get in the championship and use it to spy on the humans."

"How did you know?"

"Easy guess. Besides, I think all of us had an infiltration as our first mission. Have fun."

"We will."

Leaving them to their game, 3 proceeds to sit beside 7 and pulls out his own bottle of rum.

"So, I take it that mother wants you to replace 2. Good luck with that, that place is trouble. We shouldn't bother with that damned place."

"Yeah, I know. Not like I got a choice though. Can I ask you a favor?"

"Sure."

"I don't intend to die in that cursed place. But things will probably go to shit there, so I need an out. If I gave you a map of the caverns in the area, could you dig me a tunnel for me to escape through?"

"Sure."

"Thanks. By the way, where's everyone else?"

"All on assignments. All secret."

"I see. Well I need to get going."

3 gets out of the chair and heads towards the door. As he's leaving the room, 6 pulls him aside.

"I just got back from the capital. While I was there I snuck into the offices of the traders who had been to DoomForests. Someone there has been making suspicious inquiries. Lots of supernatural crap. Be careful there bro, strange things are at work there and we can't risk getting caught up in it."

"Got it. Thanks for the warning. I'll be seeing you around."

With that 3 leaves, and begins heading to DoomForests.

Title: Re: The Fate of Doomforests - Flee you fools!

Post by: SkaiaMechanic on February 12, 2015, 04:59:49 pm

====

Stone.

Dwarves far and wide say we were made from the stone by Armok's Hammer. A true dwarf lives in stone, surrounds himself with it, for it is in stone that he is most at home.

We live in stone. We die in stone. The entire history of our race is chiseled in stone.

But all stories end. And as every miner knows, stone can shatter with the right tool. Does the mountain see the swing of a pick before it strikes? No. But it is that pick, that fortress created, that brings the mountain to life. And it is the respect for death that allows us to respect life.

But like stone, we are far, we are here, and we will endure.

====

Journal of SkaiaMechanic

The best news I've heard all year has finally arrived. Dwarven Traders have come to Doomforests! With any luck, they'll have my order with them. I order every spare hand to carry the finest gems and meals up to the Depot. Even with the dense forest, the traders will have a way to reach us. Things are finally looking up!

Spoiler (click to show/hide)

The image you are requesting does not exist or is no longer available.

imgur.com

Taupe II comes out of his daze and finishes his spirit-assisted Masterpiece.

The initial reports are...less than overwhelming.

Spoiler (click to show/hide)

'Taupe II' Gesisoddom, Mad doctor has created Togumbekom Othosegul, a slate bed! Press Enter to close window

You made a big slab of rock. Great job Taupe. We're all very impressed.

This is not a glacier. If there's one thing Doomforests has in abundance, it's beds. Old Doomforests has beds scattered everywhere. This is just about the most useless artifact that could have been created at a mason's workshop.

Then I decided to take a closer look. The decorations were as simple as the design.

Spoiler (click to show/hide)

Togumbekom Othosegul, "Versesprings the Wilted Controls", a slate bed

This is a slate bed. All craftsdwarfship is of the highest quality. It is encircled with bands of round slate cabochons. This object is adorned with hanging rings of pig iron and menaces with spikes slate and gold. On the item is an image of two forgotten beasts in gold.

There's something that stands out. In bright gold on grey slate, lay the image of two forgotten beasts. It's not hard to guess which ones. Snustrok the Prime Hero and Supergoat the Ascending Fury. It's wrapped in gems and gold and pig iron, spikes and rings on the sides.

And then I remember the stories. No, not a prophecy or anything like that. I'm talking about children's tales. And when they have someone on a flat, stone surface. The tale of the Windy Scientist. The religion-filled series with the Lionman King. But what you probably imagined when I described it was someplace dark, in a room of cultists chanting before the spilling of blood. Normally that's when the Hero swoops in. But this is the creation of the tool itself.

This isn't a bed. That's not the right word for it.

This is an Altar.

And what is such an altar used for?

Sacrifice.

Is this a gift from malevolent forces, preparing for what will be? Or is this a sign from benevolent forces, letting us know that lives might be lost, but a Hero will come, and the stone will endure?

It's...troubling. I need to learn how to share my thoughts with the people. It's going in the stockpile for now until my head clears up.

RIGHT! The traders! Can't forget the traders! It's trading time. Get some food, get some armor, get some books. This is the best holiday, I can save such thoughts for later. But I need to be in the right...mood for it, and that means I need a drink. Expect good news soon!

The 12th of Limestone

SkaiaMechanic started heading downstairs for a drink. As she walked past the magma forges, she notices something he had never seen before. She saw a dwarf go around a bend and into the caverns. She panicked at the loss of security, and ran after the dwarf, calling for him to stop.

She heard a screech, echoing off every wall in the cavern. And an Eyeless Shrew stood around the corner and screamed in fury.

It was supposed to be up with Lor like he had been for over half a year. What was it doing here?



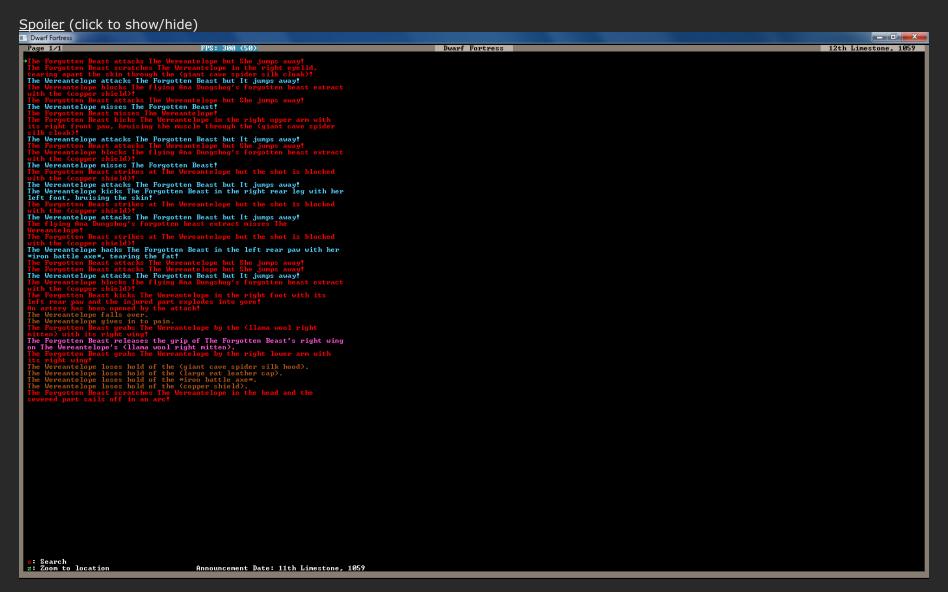
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The 11th of Limestone

An eyeless shrew stands in front of an unbreakable door. He has stayed in this area for many months now, never giving up. And now he smelled fresh flesh on the other side. He went to that accursed Copper Door. No matter what he did he could not break through this wall. He tried clawing and screeching and expelling extract. But there was nothing to do. He scratched at the door without leaving a mark like every time. But something was different this time. It moved a little bit, as the door was left unsecured for some strange reason. With all his might he screeched and pushed, and eventually the unbreakable door swung open. Inside was a dwarf, dressed like a soldier without the stance of one.

It screeched, and dashed at the Dwarf. She wasn't in her werebeast state, but she was as ready as she could be, and she would fight.

And they did battle.



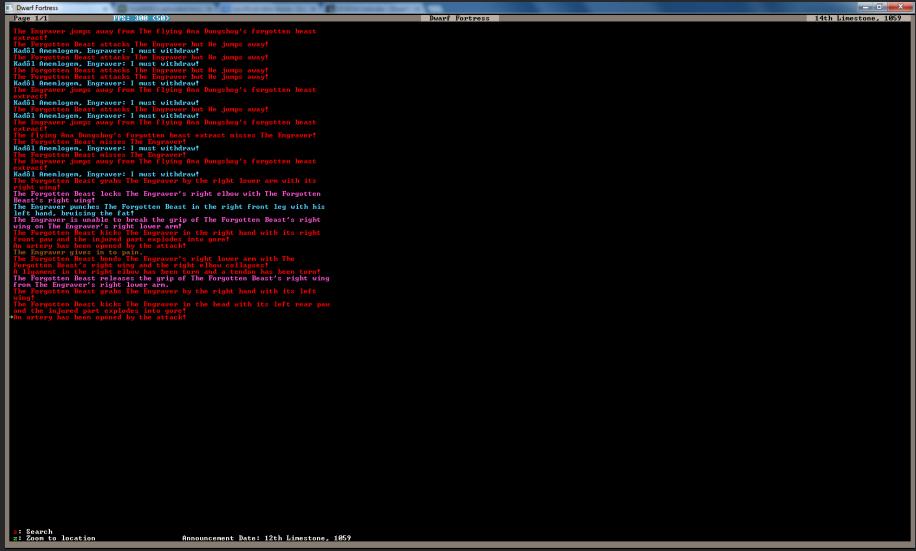
And then there was one.

The victor sniffed all over the room. Yes, there were several dwarves recently here, but the smell lead to a very thick wall. Those dwarves had tricked him! This wasn't a way into the fortress at all! Enraged, the Shrew shreaked and leaped down the caveside.

======

SkaiaMechanic stood frozen. She had seen battle before, but nothing like this. Terror turned her blood to ice. And then she was running. She darted back towards the fortress as fast as she could run. The other dwarf ran deeper into the caves for a place to hide. She would never get to hide, because the beast followed him. And in a flash had caught up to the poor engraver.

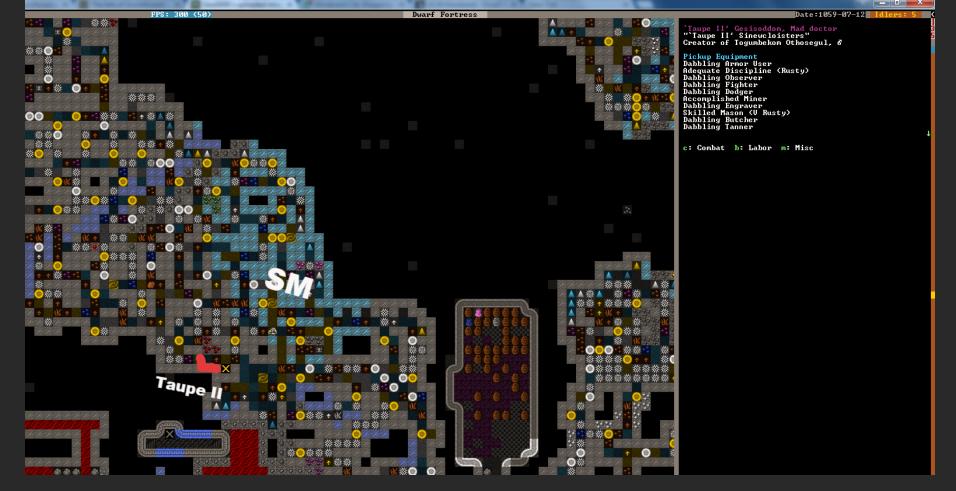




The engraver, caught underneath the enormous monster screamed for help. He was going to die, and he was scared. And then he was gone.

Skaia ran for her life, but then froze in place. She heard a scream for help. She was overseer. What did her responsibility mean, if it weren't for the care of every Dwarf here?

And then she saw the person she wanted to see the absolute least.



"GET OUT OF HERE YOU CRAZY OLD COOT! THE BEAST IS LOOSE!" Taupe turned and ran fast ahead of her, trying to get away. But the beast was too fast. They'd just lead it into the fortress. She had to do something so they could stall for the military.

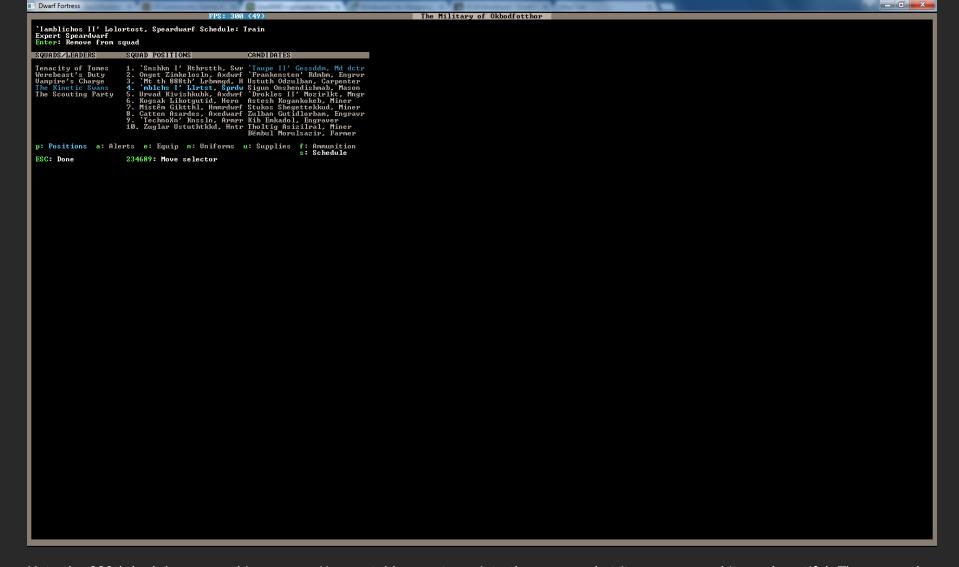
The Shrew bounded down the path, the smell of Dwarf the strongest it had ever known. Skaia stopped running, and let her friend get ahead. She faced down the beast. She couldn't win. This was insane. But she had to try. She was overseer.

There was no battle, or at least anything you could call a battle.

Spoiler (click to show/hide)

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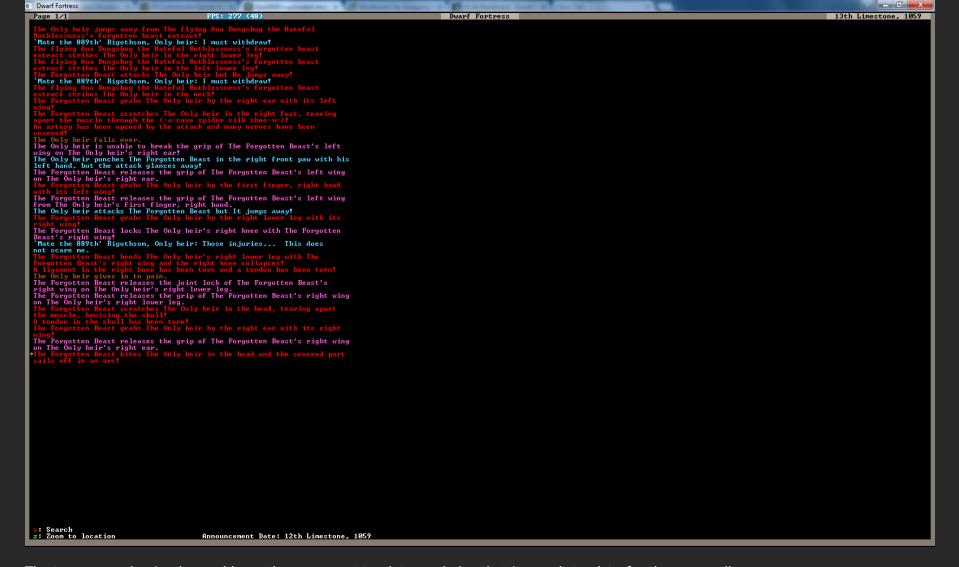
Taupe rounded the corner back into the fortress and sounded for the alarm, calling for every dwarf that could fight to come to the caverns now! The Kinetic Swans and the Scouting Party rushed for battle. Joining their ranks were Mate the 888th and TechnoXan, plus every ranger inside. Unfortunately, the Fortress Hero was currently sound asleep. This time, Iamblichos II and Senshuken III lead the charge as they heard about their overseer still stuck in the caverns.



Mate the 889th had done something wrong. He was told never to go into the caverns, but it was open and it was beautiful. The gems, the cool waterfalls, the burning magma pits, the soft moss and impressive mushrooms. This was waaaaaayyyyyy better than being outside. He would get back soon enough.

And then, out of nowhere, the beast was upon him.





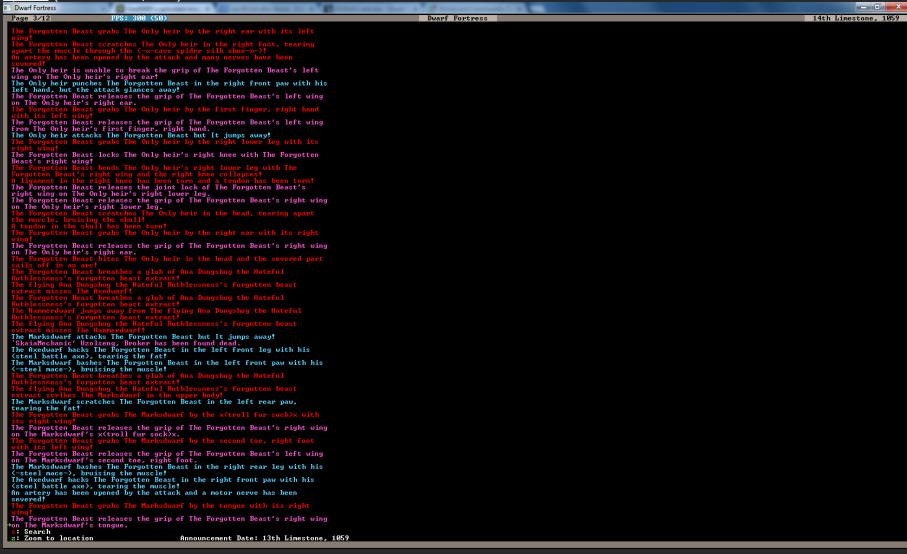
The troops ran, hoping beyond hope they were not too late, and also that it wasn't too late for them as well.

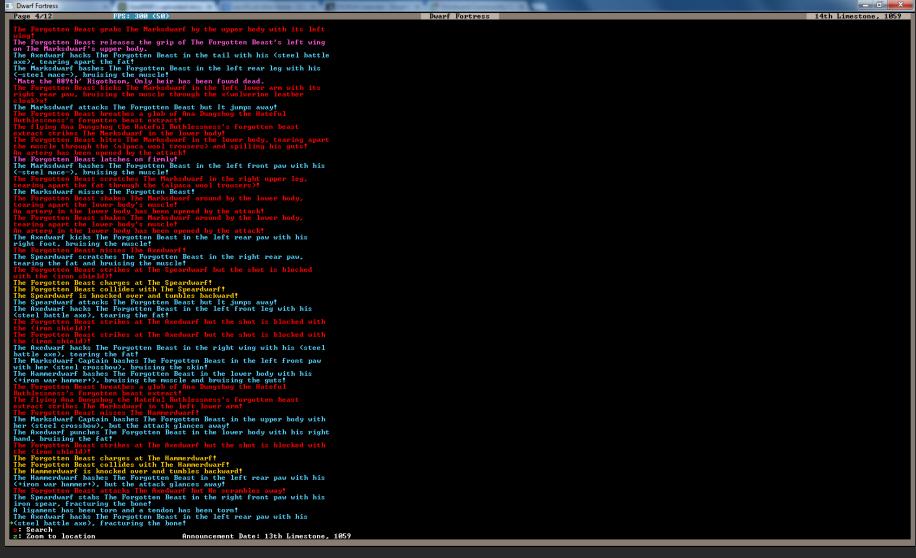


"Go around!" Senshuken yelled out. "We'll flank it from both sides!"



The battle is fierce. Weapons from all angles attacked the beast, not being able to shoot in more than one direction. But he wasn't done. He grabbed a Marksdwarf by his mouth and tore him to shreds, his guts and blood raining all around him.

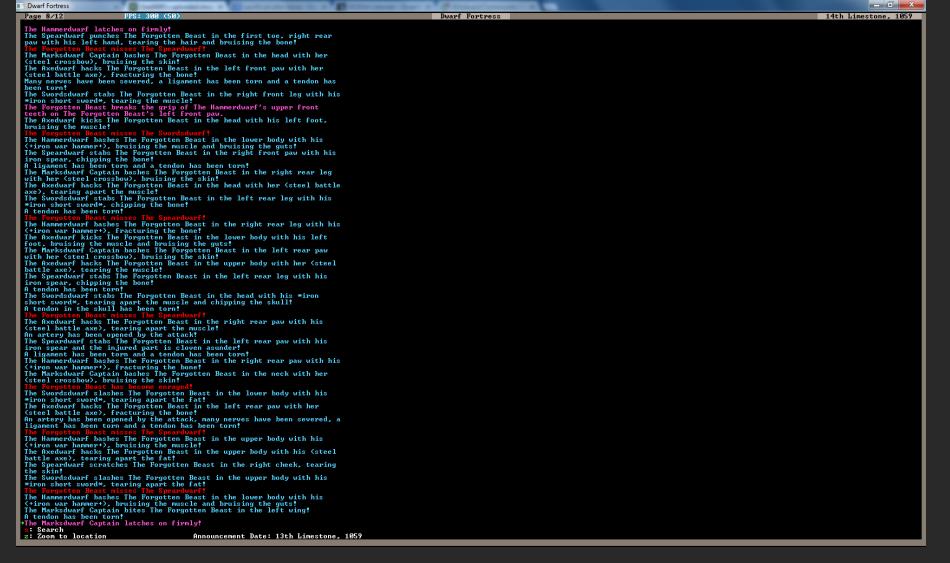




Ages 522 area section.

Deep control of the control

In that sight, seeing the death of their comrade, and the dead, mangled bodies of a child and their overseer, the military dwarves grew in rage and focus. The battle started taking a very different turn.



Dwarf Fortress Page 10/12 Dwarf Fortress 14th Limestone, 1059 with her (steel crossbow), but the attack glances away!
The Axedwarf hacks The Forgotten Beast in the lower body with her (steel battle axe), tearing apart the fat!
The Engotten Beast attack The Sundadwarf but He rolls away! battle axe), tearing apart the fat!
The Forgotten Beast attacks The Swordsdyarf but He rolls away!
The Speardwarf punches The Forgotten Beast in the left rear paw with his right hand, but the attack glances away!
The Hammerdwarf bashes The Forgotten Beast in the right front paw with his (*iron war hammer*), fracturing the bone!
The Marksdwarf Captain bashes The Forgotten Beast in the left front leg with her (steel crossbow), bruising the skin!
The Axedwarf hacks The Forgotten Beast in the left rear leg with her (steel to battle axe), tearing the muscle!
The Axedwarf hacks The Forgotten Beast in the tail with his (steel battle axe), fracturing the bone!
An artery has been opened by the attack and a tendon has been torn!
The Forgotten Beast misses The Speardwarf! In artery has been opened by the attack and a tendon has been torn? The Pospardvert Beast in tisses I he Speardwarf? The Speardwarf stabs The Forgotten Beast in the head with his iron spear, tearing apart the nuscle and fracturing the skull! A tendon in the skull has been torn? The Hammerdwarf kick has been torn? The Hammerdwarf kick The Forgotten Beast in the right front leg with his left foot, bruising the nuscle! The Marksdwarf Captain punches The Forgotten Beast in the mouth with her right hand, bruising the left cheek's skin! The Axedwarf hacks The Forgotten Beast in the left wing with his (steel battle axe), tearing apart the fat! The Axedwarf slaps The Forgotten Beast in the left rear paw with the flat of her (steel battle axe), bruising the skin! of her (steel pattle asy), bruising the skin!
The Boynetten Beast nisses the Swordedwar!
The Swordedwarf kicks the Porgotten Beast in the lower body with his left
foot, bruising the muscle!
The Speardwarf stabs The Porgotten Beast in the right wing with his iron
spear, chipping the bone!
A tendon has been town!
A tendon has been town!
The Axedwarf hacks The Porgotten Beast in the lower body with his (steel
battle axe), tearing apart the fat!
The Marksdwarf Captain bashes The Forgotten Beast in the left rear paw
with her (steel crossbow), bruising the skin!
The Hammerdwarf bashes The Forgotten Beast in the right rear paw with his
(*iron war hammer*), fracturing the bone!
The Rxedwarf punches The Forgotten Beast in the left rear leg with her
right hand, bruising the muscle!
The Forgotten Beast nisses The Speardwarf! right hand, bruising the muscle!
The Forgotten Beast misses The Speardwarf!
The Speardwarf stabs The Forgotten Beast in the neck with his iron spear, tearing the muscle and chipping the upper spine's bone!
A tendon in the upper spine has been torn!
The iron spear has lodged firmly in the wound!
The Swordsdwarf kicks The Forgotten Beast in the lower body with his left foot, bruising the muscle!
The Marksdwarf Captain bashes The Forgotten Beast in the left front paw with her (steel crossbow), bruising the skin!
The Axedwarf punches The Forgotten Beast in the lower body with her right hand, but the attack glances away!
The Axedwarf hacks the Forgotten Beast in the right wing with his (steel battle axe), tearing apart the fat!

The Oxforten Beast hisses! The Speadwarf! hattle axe), tearing apart the fat?

The Forgotten Beast misses I'me Speardwarf!

The Hannerdwarf punches The Forgotten Beast in the left wing with his left hand, but the attack glances away!

The Speardwarf pulls on the embedded iron spear.

The Recdwarf hacks The Forgotten Beast in the upper body with her (steel battle axe), tearing apart the fat!

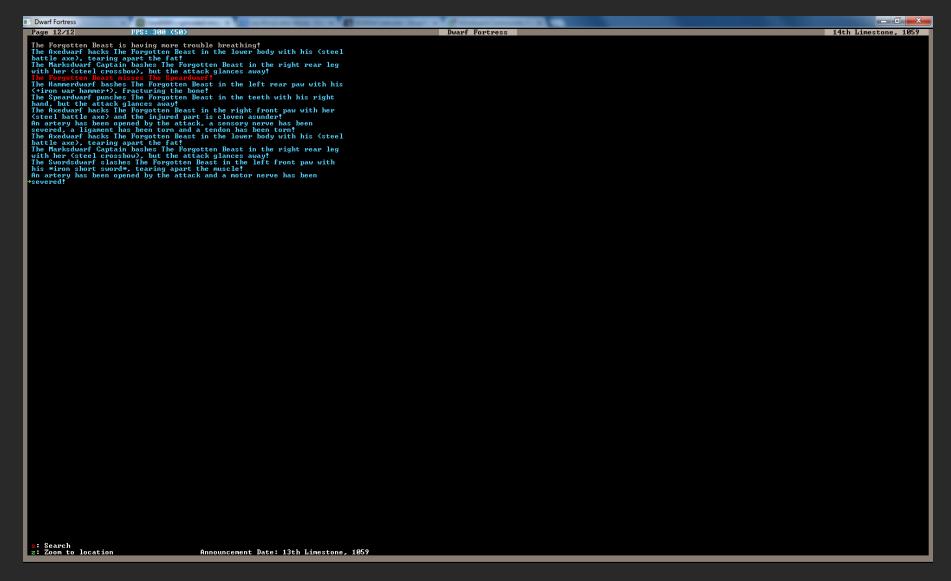
The Marksdwarf Captain bashes The Forgotten Beast in the lower body with her (steel crossbow), bruising the skin!

The Speardwarf stabs The Forgotten Beast in the lower body with his iron spear, tearing the muscle and tearing the guts!

The Svendsdwarf punches The Forgotten Beast in the right rear leg with his right hand, bruising the muscle!

The Forgotten Beast in the Speardwarf! The Corporteen Beast misses The Speandwarf!
The Mannerdwarf bites The Forgotten Beast in the left wing!
A tendon has been ton!
A tendon has been ton!
The Mannerdwarf bites The Forgotten Beast in the right front leg with his left hand, bruising the muscle!
The Mandauff murches The Forgotten Beast in the lower body with her (steel battle axe), tearing apart the fat!
The Swordsdwarf strikes The Forgotten Beast in the right rear leg with the ponnel of his wiron short swords, bruising the fat!
The Speardwarf stabs The Forgotten Beast in the right rear paw with his simple state of the speardwarf stabs The Forgotten Beast in the right rear paw with his simple state of the speardwarf stabs The Forgotten Beast in the right rear paw with his simple state of the speardwarf stabs The Forgotten Beast in the right rear paw with his simple state of the speardwarf stabs The Forgotten Beast in the right rear paw with his simple state of the speardwarf stabs The Forgotten Beast in the right rear paw with his simple state of the speardwarf stabs The Forgotten Beast in the right rear paw with his second state of the speardwarf stabs The Forgotten Beast in the right rear paw with his second state of the speardwarf stabs The Forgotten Beast in the right rear paw with his second state of the speardwarf stabs The Forgotten Beast in the right rear leg with the part of the speardwarf stabs The Forgotten Beast in the right rear leg with the part of the speardwarf stabs The Speardwa

Announcement Date: 13th Limestone, 1059



It was finished, with relatively few casualties. From an open hole and unexpected beast attack, things could have gone a lot worse. Or so they tell me.

Me? I'm an engraver. It isn't important who. The overseer wrote down that if she were to die, someone who works with numbers should get the job since, and I quote, "All of you are damn near useless at trading anyways." I suppose our vampire could do it, as he's certainly qualified enough, but then he'd take the lives of a few dwarves as payment. So...no.

I'm taking on the Overseer's Name. Call me "SkaiaMechanic II." She wrote down in her will it would be a good idea because traders are often random and her name would have some significance by then. And with that of course, come the duties of overseer. Well, no one knows history better than an engraver, so I can try to not let history happen a second time.

Wish me luck!

======

OOC:

Spoiler (click to show/hide)

(If I had thought better I probably could have saved Skaia. But in the moment all she wanted to do was run and pickup equipment and I didn't know how to stop her, like the dead engraver and Taupe II. I didn't know where she was headed, so I just put her in the military and tried to station her at the Depot, hoping she'd run back. It didn't work, but Taupe got away at least, I thought I'd lose both of them. Sorry Mate, your heir died stalling the beast in front of the fortress. We lost a no name marksdwarf, but we killed the Forgotten Beast relatively easily with the militia there. Amusingly enough, one of my last projects before this event was making my own tomb along the wall of the magma pit, so at least I have that going for me. My time was used writing and taking pictures today instead of playing, but I should get some time tomorrow. I still haven't traded yet. Thanks for reading so far!)

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 12, 2015, 05:41:49 pm

Dang! The monster got in! Wait, so there was just a big tunnel leading to a giant shrew and a were antalope. Hmm. What happened to the industructo-door? Yikes... Well amazing report as usual, may Skaia the 1st rest in peace. LONG LIVE SKAIA THE 2cd!!!! :D

Oh and does anyone know anything about my dwarf stats problem? I really want to get started on the journal, you know, to develop charecter. I also have many..... Ideas, you could call them. ;D Especially after I was called into combat with the Shrew of death.

Edit:

Oh and good luck taupe, I think you might need it! :)

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Taupe on February 12, 2015, 05:45:37 pm

Oh fuck im next oh fuck oh fuck not this again...

Quote

Oh and good luck taupe, I think you might need it!

Let's face it, few dwarves in this settlement are as lucky as the mad doctor.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 12, 2015, 10:19:20 pm

My heir...

Also, if you look at the combat logs and notice that I am the only hammerdwarf, you'll see I actually bit something off the beast in the fight.

Double also, could you see if Mate the 888th has another son/nephew? If so, name him or her Mate the 890th. The family must survive. No matter what.

Hey, do I have another turn in the list? If not I want another one! I think I have, though, since I asked for one once my first turn ended...

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: PyroTechno on February 13, 2015, 01:55:52 pm

Quote from: mate888 on February 12, 2015, 10:19:20 pm

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Hey, do I have another turn in the list? If not I want another one! I think I have, though, since I asked for one once my first turn ended...

You're not on the list of Players in the first post.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 13, 2015, 05:53:20 pm

Okay new update isn't coming today. Maybe tomorrow, probably Monday. I've been playing on an old computer at 5FPS, trading and working, and then the whole thing crashes on me. Soon though. SOON.

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: PyroTechno on February 13, 2015, 08:25:28 pm

Quote from: SkaiaMechanic on February 13, 2015, 05:53:20 pm

5FPS

My sympathies.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drazoth on February 13, 2015, 09:02:49 pm

Quote from: SkaiaMechanic on February 13, 2015, 05:53:20 pm

Okay new update isn't coming today. Maybe tomorrow, probably Monday. I've been playing on an old computer at 5FPS, trading and working, and then the whole thing crashes on me. Soon though. SOON.

The crash wasn't your fist hitting the computer right? Anyway, my condolences. Here's hoping that your FPS improves, and that number 3 can soon arrive.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 13, 2015, 09:41:35 pm

Quote from: PyroTechno on February 13, 2015, 01:55:52 pm

Quote from: mate888 on February 12, 2015, 10:19:20 pm

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You're not on the list of Players in the first post.

Oh, maaaan. That means that if I'm added to the list now it'll be like 7 years before my turn starts :c

Eh, on the other hand, Doomforests has a great ability for very VERY narrowly escaping death and staying alive when it should die, so the fort may survive for other seven years.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Taupe on February 13, 2015, 09:57:38 pm

To be fair, my ultimate goal is to see the doctor die of old age. He must be 116 by now.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: PyroTechno on February 14, 2015, 12:43:04 am

Quote from: mate888 on February 13, 2015, 09:41:35 pm

Quote from: PyroTechno on February 13, 2015, 01:55:52 pm

Quote from: mate888 on February 12, 2015, 10:19:20 pm

My heir...

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You're not on the list of Players in the first post.

Oh, maaaan. That means that if I'm added to the list now it'll be like 7 years before my turn starts :c

Eh, on the other hand, Doomforests has a great ability for very VERY narrowly escaping death and staying alive when it should die, so the fort may survive for other seven years.

I certainly hopes it lasts long enough to get to you again, not only because that means that it will also get to me, but also because it means that I won't screw up during my turn and destroy everything.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 14, 2015, 04:16:26 pm

Quote from: Taupe on February 13, 2015, 09:57:38 pm

To be fair, my ultimate goal is to see the doctor die of old age. He must be 116 by now.

A dwarf that dies of old age is not a dwarf. He's just an short man with a beard.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Iamblichos on February 14, 2015, 06:03:39 pm

Journal of Iamblichos

For a time I was blind. Now though... now it is clear. So very, very clear. I have been foolish. Time and again, I have been led astray by lingering thoughts from my living time. I see that now. The mind is clouded by the workings of the body. no cannot fight him help me no The body produces sensations; sensations cloud the mind; the mind makes poor decisions. The master explained it. The master explained it

all.

The fortress moved. no no no I will not I cannot no I tried to thwart the plans of Fath, but the citadel was relocated in spite of me. Mayor of nothing. None of them listened. Nifih, and her master Gogol, were triumphant. How silly I was at that time! I thought I could avoid the touch of the true ones. I hid from them, like a small child hiding in the bedclothes. I should have known it would not work. The dwarves thought me mad. They thought I had become crazed.

The master was patient. The master was merciful. He waited for me. I thought I needed the emerald in the caverns; Sanctumcoal has stones much more powerful. I thought I needed knowledge; Sanctumcoal knows all things. Words horrible words screaming screaming help me no

The master guides me. He tells me what needs to be done. I need these things. I need to place them in this order. Sanctumcoal has so much knowledge. No spirit, embodied or not, could hope to resist.

I love the master. binding again fire fire help me no help He says he will give me control of this place.

I will wait.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: PyroTechno on February 14, 2015, 06:11:57 pm

Journal of PyroTechno, Furnace Operator

Other people are in charge of making booze, killing beasts, and dicking around in the caverns. They get noticed more than little old me, but where would you be without the Furnace Operators?

Without us, the fires go out. Without the fires, no metal is forged. With no metal forged, the fortress is lost to the first thing that comes along to take it.

Others may huddle in their dark, damp caves, taking the glory for themselves. Us Furnace Operators will sit by the nice cozy fire, and keep the fortress alive.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 14, 2015, 07:48:48 pm

So Pyro, we do make up our dorfs stats? Anyway, I'll just make e'm up for my journal.

PS. Cool update too Pyro!;)

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: TechnoXan on February 15, 2015, 01:06:18 pm

The Journal of TechnoXan

Entry One:

Two weeks of trekking through the Savannah and here I am. Doomforests, a bastion of hope (and destruction) for all Dwarfkind. My long journey from Mechanic Caves is over. And a new home for the Mechatechno sect is found. I will gather more members and together, together the Mechatechno sect will create the most Urist Goldberg like magma machines! Ah, I am getting ahead of myself, while the understanding and creation of amazing Dwarfy machinations is paramount. I am currently being employed as an armorer, encasing our brave hero's in the finest armor. The perfect job for me, the perfect job to both defend Doomforests and guide Doomforests to a mechanical future by rising through the ranks of nobility, and importance.

Entry Two:

And my athletic abilities have come in handy. I was faced with a choice, a towering Minotaur in the middle of goring some dwarfs as Dwarfs all around me fled for the safety of the fortress. I could not let it stand! I rushed my foe, and I could feel power surging through me! It was as if time slowed, I saw his open stance and undefended feet. While simultaneously analyzing fifty different options to attack the beast. I so I struck him in his vulnerable big toe! I harnessed that power inside and bashed the beast until the militia could arrive and smite the foul monster. Overseer Skaia then personally recruited me into a backup military squad! I was so honored, this is a great step for the Mechatechno sect as now I am in a state of moderate power!

Entry Three:

After my self-proclaimed "promotion" to a soldier I was walking back to the good old booze pile when I heard Taupe screaming, "AAAAAAH! SOUND THE ALARM!! AND HURREY FOR ARMOKS SAKE, SKAIA IS IN THERE!!!!" as he booked it down the hall, away from a mysterious hole in the wall. Wait, no. NO! It leads straight to the caverns! "By Armoks fangs, enemies in the Caverns!" I yell to nearby Dwarfs. Mate the 888th, Iamblichos II, and Senshuken III, both brave specimens of pure Dwarfyness, join me as we charge into the caverns. Just in time to see Mate the 888ths son be brutally killed. We all converge on the beast. Again, it's as if time slowed for me. And again I analyze the force needed to tear his thigh muscle or the angle needed to chip his jaw bone. Then my choice is made and I proceed to brutally attack the beast along with my brave companions. We fight. And we win, the battle is over. Now I can continue to gather followers and begin to draw up plans for the great projects that the Mechatechno sect, nay, Doomforests will accomplish!

Spoiler (click to show/hide)

OOC: How is my writing guys? It has never been my strong suit, oh and did you like the Journal? I tried to not be another crazy cultist, too much... 🕹 😃

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drazoth on February 15, 2015, 01:28:36 pm

Your writing is fine. Don't worry bout the cult thing either, cults are practically a integral part of DoomForests society.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Dark One on February 15, 2015, 02:22:01 pm

[OOC]

Quote from: Drazoth on February 15, 2015, 01:28:36 pm

Your writing is fine. Don't worry bout the cult thing either, cults are practically a integral part of DoomForests society.

Seconded. Welcome to Doomforests, please, choose a cult of your liking or head to the overseers office to register your own cult. Religious freedom is pride of this fortress!

[00C]

I feel weak. My limbs are numb and I feel piercing pain in my chest. I walk the corridor unsteadily as red glow blurs my vision. Spirits of the dead whisper to my ears. Thousands of horrifying voices. All the time. They always repeat one word **Sanctumcoal.** My whole life. It was just an illusion. I told myself that Geshud loved me... I told myself that in Doomforests I can escape the nightmares... the torment. I was a fool, a plaything to trickster gods striving for power. A slave for dark mages loathing life! A slave... to Armok. Never ending chains of life and death cannot be broken... I am damned... for eternity. I cannot... I don't want to fight anymore. This is my destiny, and so I have to choose this path. Since I'm going to suffer eons after the world gets reshaped upon the anvil of creation... I want to have my own part in this. No longer I will be helpless fool! I'm going to spread darkness all over the world! For Armoks delight.... for my own pleasure! With my last strenght I carve a random symbol over the corridors wall, so it could remind me of my goal... endless destruction! I feel the necromancers taking control over my mind. I... must.... obey....

After unspecified amount of time has passed

Darkness, middle of the night. I follow dark disciples to our base. It feels strange, as if I was watching myself from within the shadows. After my passage I know that they're not disciples of Nifih-Gogol, they are necromancers from Sanctumcoal in training. They have built a hidden society within the fortress's walls. And now I am the one to command them! As we move through a corridor, I feel strange, crawling sensation going through my body. I feel that strange powers force me to lit the torch, and stare at a wall. As I glance upon it's smooth surface, tongues of flames appear and start to form symbols. Suddenly I feel memories flowing into my mind. I remember pain, torment and sorrow. I remember my goal... and then the symbol disappears. When I finally put out the torch I see my brothers horrified. Brothers told me that I was staring at blank, marble wall, and they couldn't get any reaction from me. I told them that I had a vision of incoming victory, and we move on. I hope that incident with the wall wasn't watched by anyone else. No one knows my passage into an architect, and it's better to stay this way. We have entered our base. Large antechamber dimly lit by torches, secured by hidden passages and closed by reinforced doors. The chamber had everything needed to survive in the fort, and live in comfortable conditions. High quality rock furniture, beds, bookcases... they even have tiny still and small farm plots! I am their new leader, yet I don't know a damn thing about their society. As I watched the room in awe, dark disciples were looking closely at me. Twenty four, that's our number. It's small, but if they would be well trained, they could easily take over the fortress using their necromantic powers. I need time to get accustomed to their society.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: mate888 on February 15, 2015, 02:45:27 pm

<u>Spoiler</u> (click to show/hide)

Quote from: TechnoXan on February 15, 2015, 01:06:18 pm

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Entry One:

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[spoiler]OOC: How is my writing guys? It has never been my strong suit, oh and did you like the Journal? I tried to not be another crazy cultist, too much... 🙂 😃





[/quote][/spoiler]

Great journal! But I'm not dead, it was my little son who got brutally murdered by... the... *sob* IT SHOULD HAVE BEEN jk

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Magnus on February 16, 2015, 03:17:24 am

Does anyone know what tileset Drokles is using in his first posts? I quite like it.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 16, 2015, 03:55:00 pm

Okay, sorry, one more day. Apparently I put the wrong save on my flashdrive, so I'll update when I can tomorrow.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Max™ on February 16, 2015, 08:00:20 pm

Quote from: Magnus on February 16, 2015, 03:17:24 am

Does anyone know what tileset Drokles is using in his first posts? I quite like it.

I thought it was Duerer at first: http://www.bay12forums.com/smf/index.php?topic=142083.0 but that's not right, though it's a similar

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 17, 2015, 04:18:05 pm

Playin' the game now, not enough is happening to make an update out of it, but everyone is keeping busy. Thank you for your patience though all this waiting.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Taupe on February 17, 2015, 04:40:42 pm

Take your time, I'm not even done turning Murderflood into a Crusader King play-trough yet.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: PsychoAngel on February 17, 2015, 05:06:49 pm

You know what I like the most about Doomforests? The fact that about five or six of us got our sigs from the insanity that ensued in it.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: **Salmeuk** on **February 17, 2015, 08:15:51 pm**

Quote from: SkaiaMechanic on February 17, 2015, 04:18:05 pm

Playin' the game now, not enough is happening to make an update out of it, but everyone is keeping busy. Thank you for your patience though all this waiting.

Doomforests has always been a slow-burn fortress. Hell, it's been a part of my life for four months now. Absurd!

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 18, 2015, 04:24:54 pm

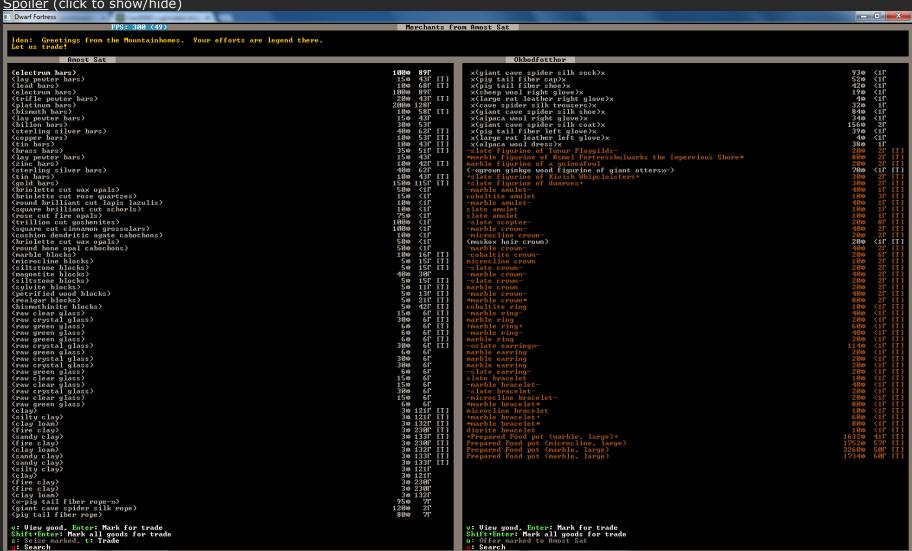
Journal of SkaiaMechanic II

Trading. I've taken the name of the previous broker, had all the crafts and finest foods delivered to the depot, and am currently looking over their wares. And one thing is standing clear over all others.

I have no idea what the hell I'm doing.

I went over the notes my predecessor left me, which helped immensely. The problem was that there were almost no notes, due to Skaia's dedication to job security by keeping all the info in her head. Thanks for that!

<u>Spoiler</u> (click to show/hide)



Still though, I'm a practical person, so I can understand basically what we need. We have a metric fuckton of weapons, so I sell off our supply of copper and silver-bladed weapons. A few dwarves have spent the past year making masterpiece silk out of all the spider webs in this place, so I sell all of that off. Sorry we couldn't make things out of it we need money. I sell all the crafts of course, plus whatever food looks most delicious. I also find a ton of wooden weapons and armor, so I promptly sell all that off for cheap.

In return, I grab every steel weapon they have, any armor and clothing, a few bars, clay, and glass, a few chests and bags, and trade our quality food for their quantity food. Some bolts and some cloth. The traders didn't bring the "years-worth load" of food Skaia I apparently requested, but they do have a ton so I buy all of that up. I also grab some bags of sand for the four magma glass furnaces we have for some reason, medical supplies, and farming seeds.

Still though, I'm guessing at what all of this is actually worth, and I think the traders know it as well as I do. A smirk is on every one of their faces, with gleaming eyes of opportunity. They reject my first offer, chuckling to themselves. I end up having to throw some more of our lesser quality weapons, as well as two or three bins full of cut and uncut gems. We don't have anyone to cut them after all. They finally take it and we can get to work.

Still, I think I've learned a lot about the value of items. I'd even call myself an Adept Appraiser now!

Spoiler (click to show/hide)

```
Dwarf Fortress
Metropolis Okbodfotthor, "Doomforests" FPS: 234 (46)
   Animals Kitchen Stone Stocks Health Justice
                      1824926*
 Created Wealth:
                                 Population:
                                                     44
  Armor and Garb:
                                                     15 43 44 ×3
                                                        2
1
5
3
                                                               Axedwarves
                                  Miners
                                                                                     None
None
 Furniture: Other Objects:
                                                               Axe Lords
                                  Stoneworkers
                                                               Swordsdwarves
  Architecture:
                                                               Swordmasters
                                  Rangers
                                  Metalsmiths
  Displayed:
Held/Worn:
                                                        1
None
                                                                                      None
                                                                                     None
                                  Jewelers
                                                               Hammerdwarves
                                  Craftsdwarves
                                                        4
3
                                                               Hammer Lords
 Imported Wealth: 337222*
                                  Nobles/Admins
                                                                                      None
                                  Peasants
                                                        None
                                                               Speardwarves
Spearmasters
Marksdwarves
                      43512*
 Exported Wealth:
                                                                                      None
                                  Fishery Workers
                                                        None
 Food Stores:
                 5995
                                                               Elite Mrksdwrvs
                                                                                      None
                                                               Wrestlers
                         1523
                                                                                     None
                                                        None
                         937
1327
                                                               Elite Wrestlers
                                  Trained Animals A
                                                                                      None
3
  Fish
          371
1552
                 Other
                                                               Recruit/Others
  Plant |
                                  Other Animals
                                                        16
```

You know, for all the plans Skaia had in being overseer, the productivity of this place is fairly low. She was the fortress's sole jeweler/engineer. We have no chefs or brewers, only one metalsmith with a floor full of magma furnaces, and a half-empty military. I rearrange all of that. We have quite a few engravers already, so I put aside my calling for right now and get to work melting some ore. Gotta do my part after all. Other dwarves are ordered to make iron armor and gold statues. With all the iron and flux stone we have we're prime for making steel, but the process requires actual fuel which we don't have. Trees were ordered to be cut down a while ago but we're still waiting for that to be accomplished. No coal or lignite to be found either. I rebuild the "airlock room" Honored Lor fought her last battle, and order it engraved with tales of werebeasts. Still, I think some of our engravers are letting their ego go to their heads.

Spoiler (click to show/hide)

```
Dwarf Fortress

FPS: 300 (49)

Engraved on the wall is an exceptionally designed image of 'Drazoth II' Glazedskinned the dwarf by Kib Emkadol. 'Drazoth II' Glazedskinned is engraving. The artwork relates to the masterful engraving "The Seals of Charcoal" created by the dwarf 'Drazoth II' Glazedskinned for The Hall of Mortality at Doomforests in the midwinter of 1058.
```

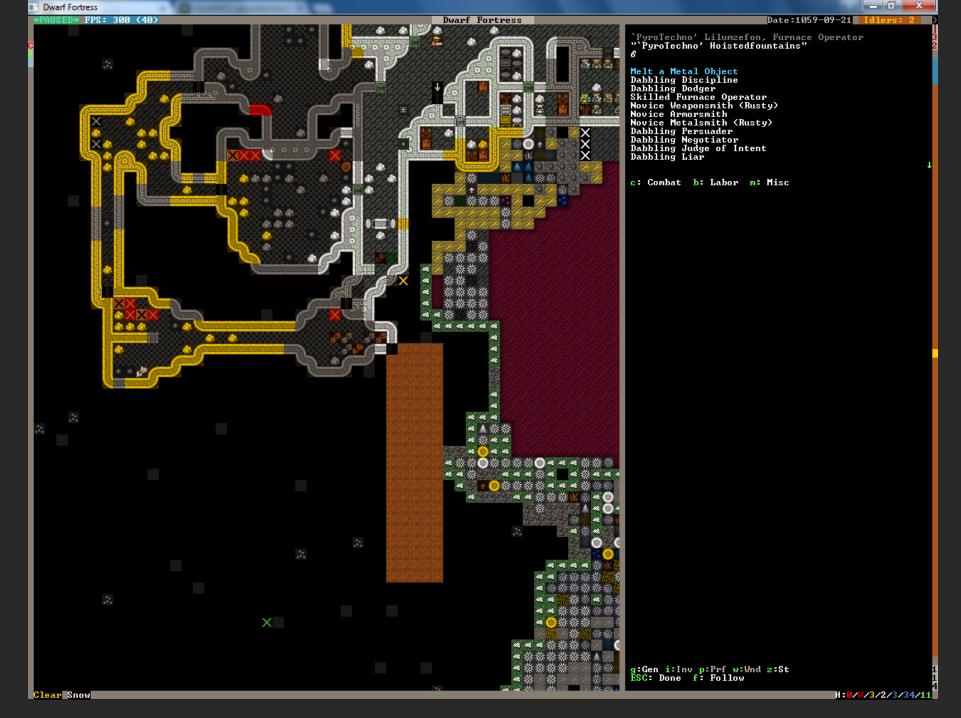
I look through our records and find that all of our marksdwarves have been preferring to hit the enemy with their crossbows instead of shooting at them. Curious, I go through all of our military orders and find out that our marksdwarf squad was never assigned ammo! I quickly fix that, and bring down the number of ammo carried by our hunters by 90%. We have over a thousand bolts scattered about, this shouldn't be such an issue.



In other news, our sole medical patient keeps screaming out in pain, even restrained on the traction bench, so Taupe II keeps rediagnosing them. It's taken up a huge chunk of his time, but on the plus side we now have one of the best trained diagnosticians in the world, so it all evens out I guess! It might be cruel, but I need the doctor for other things, so I come to the hospital and push the traction bench over, letting the dwarf's body hit the floor. This wakes him up, and he hobbles back to work. Two more hands free. That's productivity in progress for ya. Of course, I quickly set the bench back up after he leaves.

UUUUGGGGGG. I just opened Skaia's old file cabinet and a flood of papers for some kind of mega project called the "Total Safety Project" come spilling out. She has pages and pages of philosophical, theological, and technical writing on this thing. But shifting through all the needless filler and finding out what it actually IS... simply, it's supposed to be a bunch of walls that appear throughout the fortress in case of an emergency, triggerable by several levers. Walls that any dwarf could easily collapse, but a beast or goblin would be powerless against it. The amount of mechanisms required are mind-boggling. She apparently wanted the old fort broken down into "sections" that each had their own supply of food, drink, and pickaxes in case of an emergency. All of the walls were put into place before she died. However, we don't have a single dedicated mechanic to work connecting all of this to levers so the logistical nightmare of a project will just have to go unfulfilled for now. Basically, screw that I'm not dealing with it. We're short staffed as we are. (Mental note: never mention that to humans and elves, short jokes at best and war at worst.)

Spoiler (click to show/hide)



To help out our fledgeling squad of marksdwarves, I order an archery hall to be built near the ammo supply. With the rate things are going though, that might take a while, especially since I reassigned most of our miners to other tasks of greater importance.

Spoiler (click to show/hide)

```
a: View Announcements b: Building r: Reports

The Forgotten Beast Mgogngo Otuguslo Tonsusmespu has come! A huge feathered serpent. It has an enormous shell and it has a gaunt appearance. Beware its deadly spittle!

Press Enter to close window

w: Make Burrows h: Hauling n: Stockwiles j: Zones
```

Another forgotten beast is spotted down in the cavern waters. Compared to the ball of fire somewhere in here, I'm not actually that worried.

```
Spoiler (click to show/hide)

Some migrants have arrived, despite the danger.
```

Migrants! More hands to carry stuff! Welcome to Doomforests. Your first job is to pick up any clothing falling apart and tossing it into the magma. I'm making a few more dumping spots so it's easier to do so.

Speaking of old clothes, everyone's room looks like I mess, mostly because they have nowhere to put their stuff. I order all the cabinets we can get from the masons.

Apparently, our mayor is a fucking vampire. And...he's fairly agreeable? I mean sure, he'd kill any one of us out of thirst, but since being elected he hasn't made a single demand or blocked a single trade. He's happy enough knowing he has a nice golden room in Old Doomforests, even if he's walled inside a jail cell currently. Note to future overseers: don't kill this guy! He can have all the shadow cults he wants if he continues to be otherwise harmless.

Spoiler (click to show/hide)

```
Date:1059-09-24 Idlers: 1

'Drokles II' Mozirlikot, Manager
"'Drokles II' Routedink"
Manager, &

Attend Meeting
Dabbling Armor User
Dabbling Observer
Dabbling Fighter
Dabbling Dodger
Dabbling Grower
Adequate Furnace Operator (Rusty)
Dabbling Weaponsmith
Dabbling Armorsmith
Adept Metalsmith

c: Combat b: Labor m: Misc
```

Drokles, you've been waiting to attend a meeting all year. You are a manager. You don't have meetings. I'm sorry you weren't elected mayor but you weren't. Why are you so sad all the time. All you have to do is occasionally check off work orders every once in a while.

Winter arrives, and with it the cold contrasting the heat of the magma pit.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drazoth on February 18, 2015, 04:53:20 pm

I was starting to wonder if we were getting a migrant wave. Can you dorf number 3 as one of the new arrivals? Let me know what his profession is if you do.

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Taupe on February 18, 2015, 05:14:14 pm

Ouote

Doomforests has always been a slow-burn fortress

I remember the burning to be rather fast...

also keep in mind that altho skaia! died, the doctor is probably not too bad at engineering. Or at anything really. The main issue is that he's also the only guy able to fix people, or stare at a pool of rotting dwarves without flinching, so his abilities are probably best used somewhere else.:/

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 18, 2015, 06:12:00 pm

Senshuken III feels proud enough of his sword that he names it. I take a look at this supposingly incredible sword. At first glance shows it's still coated with the blood of the previous forgotten beast. It was the one that laid the final strike on that terrible shrew.

Spoiler (click to show/hide) 🌉 b: Building r: Reports 'Senshuken III' Ritharustuth, Swordsdwarf has bestowed the name Zimritas Kadol Osal upon a iron short sword! =Press Enter to close window= Spoiler (click to show/hide) Dwarf Fortress FPS: 300 (40) Zimritas Kadol Osal, "Crestedowls the Hatchet of Singng", a irn shrt swrd Weight: 2F Basic Value: 560* Uses and Contents: coating of Ana Dungshog the Hateful Ruthlessness's forgotten beast blood Weapon properties: Sharpness: 8000 (80%)
Reguired size: 32500
Used as 2-handed until: 37500
Attacks: slash (edged) Contact area: 20000 Penetration: 4000 Velocity multiplier: 1.25 Prepare/recover: 3/3 stab (edged) f: Forbid Contact area: 50 h: Hide Enter: View selected -+/*: Scroll
Set Follow Hotkey (F1 etc.): None v: Description

But what's more noticeable is it's owners. Yes, Senshuken, but before that it was owned by Osp the Vampire. It doesn't have around 20 troll kills with it, so I'm assuming he dropped it upon finding a better sword when first arriving at Doomforests. If he picked it up after it would probably have been crushed along with him. It obviously didn't mean much to Osp, but having such a dark presence still operate in this fortress gives me chills. The sword of Osp now rests in the hands of the Leader of The Kinetic Swans.

Spoiler (click to show/hide)

Dwaffortess

FPS: 300 (50)

Zimritas Kadol Osal, "Crestedowls the Hatchet of Singng", a irn shrt swrd

This is a superior quality iron short sword.

Three Notable Kills

Romimi Birdclaps the elf, d. 1056
a yak bull, d. 1056
fina Dungshog the Hateful Ruthlessness the forgotten beast, d. 1059

Two Other Kills

Two goblins (8) in Doomforests

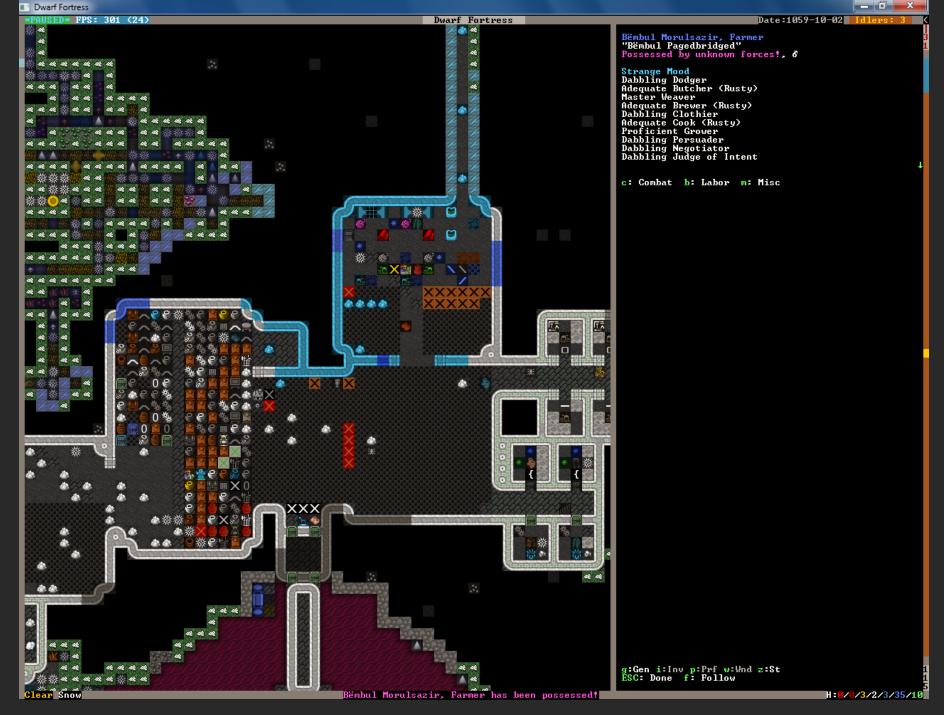
Slayers

'Osp' Shockedroom the Nation of Innocence the dwarf vampire, d. 1056, two kills
'Senshuken III' Trammeledfenced the dwarf, three kills

I'm sure no one will pay any attention to that though.

Just as I say that, a master weaver becomes possessed!

Spoiler (click to show/hide)



He grabs a ton of stone and cloth, some leather, and then hollowly calls out for bones and wood. I quickly reassign our carpenter off hauling duty and to only butcher some animals and cut down some trees.

While I'm taking care of that, the injured marksdwarf is restrained back into the second traction bench and the cycle of stupidity starts again, with Taupe once again trapped in an endless loop. I push over this bench as well, and then tell someone to put both back up. Efficiency!

The possessed weaver finally starts his mysterious construction. The materials look interesting, I'm looking forward to the result.

Nope, the cycle is happening again. Next overseer: if there's ever a medical emergency, put those two traction benches back up. For now though, they'll stay down, and Taupe goes to dig out the archery range.

Spoiler (click to show/hide)

FPS: 366 (49)

Dwarf Fortress

a: View Announcements
b: Building r: Reports

The Forgotten Beast Cucannukca Zothrol has come! A towering hairy sauropod. It has a twisting, jointed trunk and it undulates rhythmically. Its maroon hair is long and straight. Beware its deadly blood!

Press Enter to close window

p: Stockpiles i: Zones q: Set Building Tasks/Prefs R: View Roons/Buildings t: View Items in Buildings v: View Units H: Hot Keys n: Nobles and Administrators z: Status k: Look Tab: Move this menu/map ?: Help ESC: Options :: Movies D: Depot Access 1: Artifacts

Space: Resume .: One-Step

Oh COME ON! That's the third Forgotten Beast down here in our one layer cavern, assuming they haven't all killed each other, which is a strong possibility.

```
Spoiler (click to show/hide)

Bëmbul Morulsazir, Farmer has created Rerithkatak, a pig tail fiber chausse!

Press Enter to close window

W: Make Burrows h: Hauling

...
```

...what the hell is a Chausse?

I take a look at Skaia I's big magical book of Wikipedia. It's apparently a kind of leg armor, like a cloth greave I'm guessing? Whatever. Let's take a closer look.

```
Spoiler (click to show/hide)

Dwarf Fortress

FPS: 300 (50)

Rerithkatak, "Chaosscaly", a pig tail fiber chausse

This is a pig tail fiber chausse. All craftsdwarfship is of the highest quality. It is decorated with pig tail fiber and elk bone and encircled with bands of pig tail fiber, round cobaltite cabochons and echidna leather. It is made from pig tail fiber cloth. This object is adorned with hanging rings of echidna bone and menaces with spikes of pig tail fiber, cobaltite, bayberry wood and blue garnet.
```

Hmm...a drinking song from my childhood comes to mind. What was it again? (https://www.youtube.com/watch?v=9pko08CUsNI)

I keep getting a notices that an item in inaccessible, but I can't find what they're talking about. Also oddly enough, I dug a path to Old Doomforests, but no one will go pick up the golden furniture I designated. Those two aren't related, Skaia I was the one who dug the path into Doomforest's old farms but the cancellation notices are just coming up now. Someone else can figure out what's happening there.

I won't copy it since it doesn't have any named dwarves, but there's a cool sparring session going on. Our resident Hero was sparring with an Axedwarf, generally the former beating up the latter like he always does. However, the axedwarf suddenly "gets it" and becomes an Axe Lord midspar, and she becomes almost an even match for the Hero. It's kind of shocking to see it go from heavily one sided tough love training session to a near-even battle.

Looking at our military again though, I notice all of our Marksdwarves have two crossbows. I had never heard of that working before, but I'm interested in the results! Sounds like Dwarven !!SCIENCE!! in progress.

Okay, now the Marksdwarf is just in a hospital bed. I give up, as I don't want to take Taupe off doctor duties. Diagnose his shattered ankle forever for all I care. He probably needs a cast, but I have no idea where to get the plaster powder to make one.

Actually, I'm turning off Taupe's diagnosing for now so he can actually get some work done.

FUTURE OVERSEERS: OUR MEDICAL DOCTOR IS NOT DIAGNOSING FOR THE ABOVE REASON, RE-ENABLE IF NECESSARY.

A few of our citizens are unhappy, mostly due to the constant fighting going on in the caverns around us. I'm putting more chests and cabinets in bedrooms. That should help.

I notice our Outpost Liaison has been hanging around the suspended statue garden over the lava pit. Why he's there and not nagging some noble? I dunno. Whatever.



I meet one of the new migrant workers. A bone carver from...well he kind of mumbled it, but it sounded legit. He said his name was Drazoth III. I said we have already had a Drazoth I and II. "Weird," he says. "Family?" I say back. "Nope, coincidence," he says. I shrug and walk away.

Okay, that's as much I can fit in here for today, time is fleeting, and I can't spend the day writing in this journal, now can I?

(Also, make a new title Salmeuk, Baby Minister died a long time ago. We need to move on.)

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: SkaiaMechanic on February 18, 2015, 06:59:35 pm

Huh, simply smoothing the path to Skaia I's tomb/memorial killed an engraver with baby. That's like a Dwarven Cornerstone. That's why my tiny tomb is awesome.

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Max™ on February 18, 2015, 09:10:02 pm

I read that as "killed an engraver with a baby" and didn't think it unusual.

Also, you might want to bold, enlarge, and maybe add color to that note about the doctor.

Intent:
Ouote

Actually, I'm turning off Taupe's diagnosing for now so he can actually get some work done.

FUTURE OVERSEERS: OUR MEDICAL DOCTOR IS NOT DIAGNOSING FOR THE ABOVE REASON, RE-ENABLE IF NECESSARY.

A few of our citizens are unhappy, mostly due to the constant fighting going on in the caverns around us. I'm putting more chests and cabinets in bedrooms. That should help.

Reality after two overseers don't notice it:

Actually, I'm turning off Taupe's diagnosing for now so he can actually get some work done.

future overseers: our medical doctor is not diagnosing for the above reason, re enable if nece

A few of our citizens are unhappy, mostly due to the constant fighting going on in the caverns around us. I'm putting more chests and cabinets in bedrooms. That should help.

Title: Re: The fate of Doomforests -The Death of Babyminister
Post by: Drazoth on February 18, 2015, 09:29:24 pm

Journal of DrazothIII:

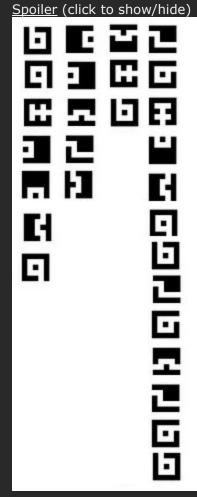
Entry 1: Arrived in DoomForests today. Was greeted by the current overseer on arrival. He knew about 1 and 2. He was suspicious. Think I managed to avoid giving myself away, for now at least. Will pay respects at brothers' graves, then get to work.

Entry 2: Found number 2's grave without much work. Number 1's tomb was empty. Strange, I thought he had become baron during his time here. Will investigate at some point.

Entry 3: After speaking with the fort's doctor, TaupeII, I learned that the large tombs in the area known as Old DoomForests were destroyed by trolls during a siege. Apparently the good doctor was overseer during that time. He didn't know everything that happened here, but he filled in the blanks left by 1's death. Will send details to mother. Must find 2's things. While he may not of reported, he would have certainly kept a journal. He may have found out some things regarding the supernatural threats to this fort.

Entry 4: Found 2's stuff. Not much of it is useful, but he did have a journal. Not much of note in there, save for all the pages torn out, as well as the last page. There was a message there, written in our family's secret rune code. If he used that, it means he felt his journal was at risk of being compromised. Fortunately, his last message can't be read by any outside our family, as there is no physical recording of how to decipher it seeing as we memorize it. Will copy the code onto next message for mother. Will also copy it here. Must keep this journal safe. Will keep it on my person till I can hide it properly. Thank you brother. You were never ambitious, brave or strong, but you were always loyal and clever. I know what I must do next. Rest in peace.

The Code:



[OOC: For those who want to know what the code says, look here: http://ca.ign.com/wikis/fez/Fez_Alphabet (http://ca.ign.com/wikis/fez/Fez_Alphabet)]

Title: Re: The fate of Doomforests -The Death of Babyminister

Post by: Taupe on February 18, 2015, 11:43:51 pm

Quote

(Also, make a new title Salmeuk, Baby Minister died a long time ago. We need to move on.)

You make it sound so easy.

Title: Re: The fate of Doomforests -The Death of Babyminister Post by: Drokles on February 19, 2015, 12:50:10 am

-ignore-

I did it again fuuuuu

Title: Re: The fate of Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Salmeuk on February 19, 2015, 12:51:55 am

Quote from: Taupe on February 18, 2015, 11:43:51 pm

Quote

(Also, make a new title Salmeuk, Baby Minister died a long time ago. We need to move on.)

You make it sound so easy.

He is forever in our hearts, I just couldn't let go. . .

Other title possibilities include, "The Mayor is a Vampire! and 989 other bedtime stories" or maybe "Hairy Dinosaurs and Feathery Snakes mistake fortress for Monster Salon."

I like the detail you're including in these updates.

I added mate888 to the player list, if anyone else wanted to be added again let me know! I'm not sure if I missed someone or not.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Foton on February 19, 2015, 08:40:51 am

Could I be dwarfed as one of the last migrants? Preferably mason/engraver/metalworker.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Senshuken on February 19, 2015, 09:29:30 am

There is something rather pleasing about having a sword that used to belong to an all powerful vampire that has a taste for blood (In this case, Forgotten Beast blood).

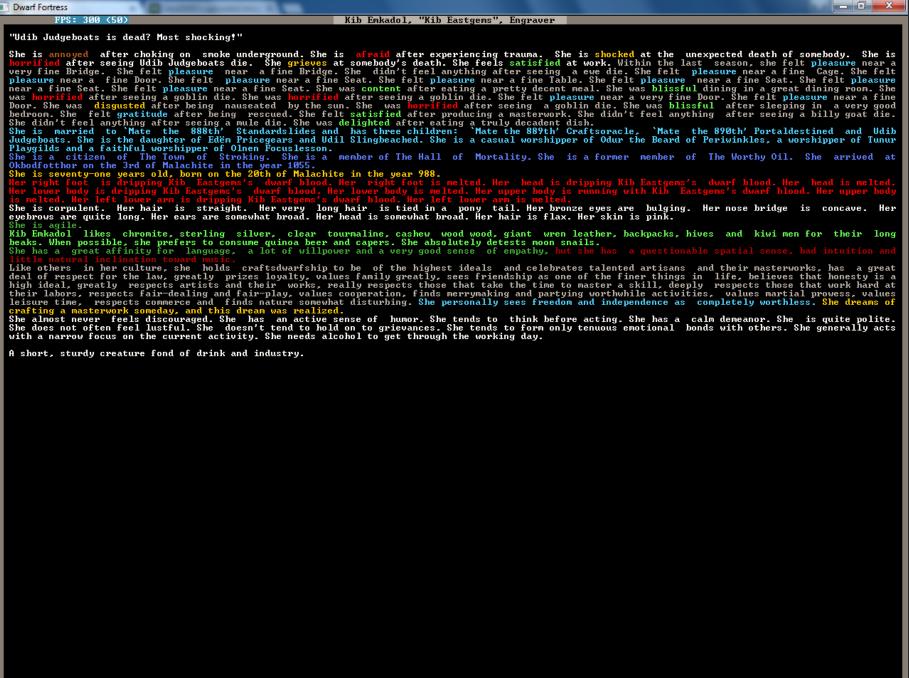
Considering how many of the fucking things show up here, its not going to go hungry anytime soon. I'll write up a proper post in a little while.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: SkaiaMechanic on February 19, 2015, 06:15:24 pm

Journal of SkaiaMechanic II

There's been a....a...I can't even say it with a straight face. There's been an Engraving Accident.

Spoiler (click to show/hide)



Skaia the First wanted her tomb built along an inner path on the caldera wall. She's been entombed, memorialized, it looks great. All that was needed was the path to be smoothed and maybe engraved. Three engravers were working on it already when one ran through the door and tripped. Guardrails have yet to be installed on the path, all I saw was her running through the door and turning into smoke. I then find the Legendary Engraver and Child flying HIGHER into the air pushed by the smoke, while melting. Her child goes first, melting in her arms covering her with her son's blood. While she wasn't a so-called "named dwarf" she will still be missed, as she was Mate the 888th wife holding their third child. Mate's line is in danger, as he only has one more son, and won't be getting any more. He is given the name Mate the 890th: Last Heir. He is oblivious to the death of his family as he is just one year old. Let's see if he can survive to adulthood! A moment of silence for Kib Eastgems, Engraver. She won't get a tomb, but her memorial will be placed on the head of the path. Also, a slight reprimand will be given postmortem to SkaiaMechanic I for building a tomb with unsafe working conditions. The reprimand will be written down, kept on my desk a while, and then lost.

Spoiler (click to show/hide)



Senshuken III is the first visitor to Skaia's Tomb. He's using his vacation to get to the overseer he couldn't save in time. He passes by me on the ledge while I'm personally smoothing out the place. I saw him go up to the memorial tomb, wait a moment, and then leave. As overseer I should be angry he's off not doing any work, but I can't help but be touched. May his line be blessed.

Oh, I found Commander Xelius's paperwork as well. Historians might remember he had a short stint at being overseer before dying to the Prime Hero. Someone crossed out his profession and scribbled in "train wreck delayer." I have to admit, I laughed.

While I have the paperwork, I put in an order for Astville's Namesake to get a memorial as well, that might be placed nearby the place she found and secured, even with a curse.

I know technically all of this torn clothing can be sold for trade, but it's just so much more satisfying tossing it into the magma. Feels more dwarven.

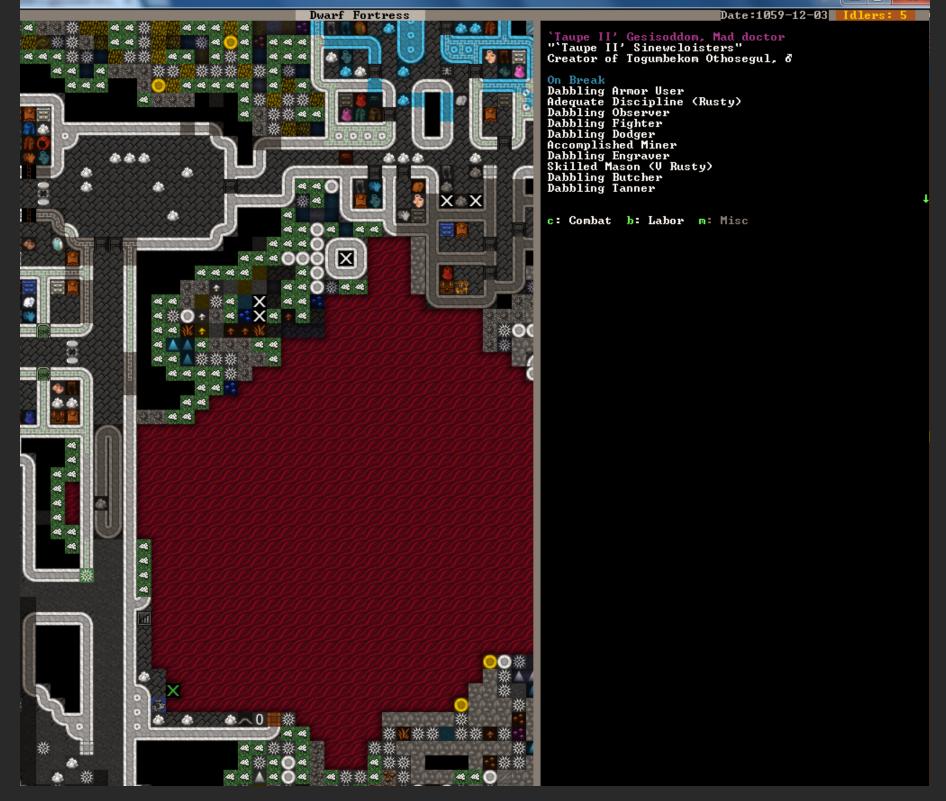
Actually, those slabs will never get done. I go to make Ast's Memorial myself.

The smelters are all being used at once right now, which is really nice. Gold, Sphalerite, Tetrahedrite, and other ores are being dragged over and smelted properly.

I notice our stockpiles are REALLY inefficient, but there's so many I don't even want to bother with it. I'll see if I can move some things closer though.

I catch sight of someone else heading to SkaiaMechaic's Tomb. It's her friend, the doctor. Taking his break to say a final goodbye. Dwarves don't have funerals like humans do. For us, the entombing/memorial process IS the funeral. But I think she'd still be happy that he came by. He stands there for quite a while.

Spoiler (click to show/hide)



If anyone wants to go to Old Doomforests to retrieve the treasure, be my guest. There's a ton of stuff we could burn for FPS and there's quite a few golden items. The treasure is yours for the taking, the dwarves left everything in one piece.

For trade, the magma forges are producing tons of silver wheelbarrows, since I don't know what's valuable in The Town of Stroking right now because our liaison is still hanging out in the suspended statue room. Nothing's blocking him, but he continues to stand still.

Whatever.

With nothing to mark it, Spring arrives at Doomforests. Normally the winter is when real goblin sieges start, but if Skaia I's findings are correct there shouldn't be any real force to bother us. Nope, we can stay content with the Forgotten Beast Family Reunion.

Overall, I feel pretty good about the year. Yes, our overseer may have suffered a tragic fate, but we've survived and improved in many ways. Things are all set up for the next leader. Yes, I mentioned next leader. You see? I want to get back to engraving, or helping in the forges. Heck, I'm also now the most qualified dwarf in fort to trade now. But all this paperwork, it's annoying. How did the original Skaia hold her head up so high with this *<Purple Rutile Hat>*? It's giving me a migraine. At least the administrative positions are treated like royalty here, so I'm going to keep my cushy job and decorated office.

Reading over Skaia's notes, she had a real admiration for Taupe II. I personally think he's nuts, running across the fortress to do one thing only to stop and go do another. Diagnosing the same patient hundreds of times for a broken foot. But if anyone is fit to lead this place, it would be him. I'll drop this off at the Hospital next chance I get along with some notes.

Maybe I'll even pick up one of Skaia's old books or maps stored in the office. It can't hurt, at least. It's absolutely insane here, but Doomforests is a pretty nice place to live! Let's see what I can help with around here.

Notes for Future Overseers:

Our mayor didn't make a single request or ban all year. He was simply happy with his unreachable golden room. I can appreciate that. Amusing fact: before the vampire, I was the mayor here for a while, but no one seems to remember that.

Our military is small, but extremely capable. They're all wearing quality armor and weapons except for the copper ones they got attached to, like our Hero's Copper Shield. Last I saw our Hero, Swordleader, and Hammerer were having a 3-way duel. Note, our hero is Captain of the Guard, but as long as you don't make a personal squad for him he can remain in The Kinetic Swans training with the best. The archery range is almost finished being smoothed and the targets are being set up.

Spoiler (click to show/hide)

```
Done of Contests

Done of Cont
```

Our production is well under way. I've stopped bothering making rock crafts as we have tons of ore, metal, and magma to make far more impressive items and we need every hand we can get. Problem though, most of the ore is trapped in Old Doomforests, but no one will wheelbarrow it down to the forges and instead the dwarves have to carry it all the way there and back. Let the weavers keep collecting webs and you can make whatever silk item you want.

There's a few bottlenecks here and there. One through the east bedrooms, another on the way to Astville. I accidentally ordered the digging out of around the staircase downward instead of building U/D stairs all the way.

The two memorials I said I'd get up are up. The baby has one in the memorial room as well, so you shouldn't have an an issue with ghosts.

Food and Drink are good enough to last a VERY long time, with a strong harvest coming in as well.

Spoiler (click to show/hide)

```
Metropolis Okbodfotthor, "Doomforests" FPS: 300 (47)
   Animals Kitchen Stone Stocks Health Justice
 Created Wealth:
                                Population:
                                                   51
  Armor and Garb:
                                                             Axedwarves
                                                                                   2
                                 Miners
                                                      1
2
4
6
  Furniture:
                                                             Axe Lords
  Other Objects:
                                 Stoneworkers
                                                                                   None
                                                              Swordsdwarves
  Architecture:
                                                             Swordmasters
                                 Rangers
                                                                                   1
                                 Metalsmiths
                                                      2
  Displayed:
Held/Worn:
                                                                                   None
                                                      None
7
3
                                 Jewelers
                                                                                   None
                                                             Hammerdwarves
                                 Craftsdwarves
                                                             Hammer Lords
 Imported Wealth: 333847*
                                 Nobles/Admins
                                                                                   None
                                 Peasants
                                                      1
5
 Exported Wealth: 94728*
                                                             Spearmasters
Marksdwarves
                                 Fishery Workers
                                                      1
10
                                                                                   None
 Food Stores:
Meat 269
Fish 332
                                                             Elite Mrksdwrus
Wrestlers
                6808
                                                                                   None
                         1535
                                                      None
                         1902
1298
                                                             Elite Wrestlers
Recruit/Others
                                 Trained Animals A
                                                                                   None
                                                       None
  Plant
                Other
                                 Other Animals
         1472
                                                       22
```

That handicapped marksdwarf is still in a hospital bed. Deal with him however you wish.

If you can find out what's causing all of those "Item Not Accessible" warnings all the more to you. I never figured it out.

If you dare, hunt the forgotten beasts. People are somehow seeing everything they're killing down there and they're horrified from it. Take back the caverns so we don't need to go crazy trying to get wood. Or at least do a megaproject to make the game less safe than I have it now.

I'm not good at putting up another entry on the Dwarf Fortress Map Archive. Could someone else upload a copy? Keep it in the pheobus tileset for easier reading by people who can't read ASCII, I'll point things out.

FPS seems decent, but I'm on some kickass school computers so I hope it's decent for you as well. The only thing really slowing it down isn't the clothes or rocks but the thousands of spiderwebs filling the caverns. Seriously, I'm used to the stock screen pausing at stones, not thread.

Original Skaia's Total Safety Project is halfway done. There are bridges EVERYWHERE to turn into walls at a moment's notice. Also put a few more levers so it can be activated from several different places. I planned on my turn being focused on "bringing the mountain to life" through that but keeping track of which levers are attached to which bridges without mechanisms or a mechanic was too much of a headache. Your call if you want to continue it in any way.

I still have no idea how that legendary engraver died. Well, other than by melting. She ran on the platform and suddenly there was smoke where she stood with her pushed up into the sky.

I'm thrilled to have had a turn here, and I look forward to the continued story! Put me on the list for another round, even though I hope we go down in a blaze of glory before then!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: SkaiaMechanic on February 19, 2015, 06:42:53 pm

Okay: Save is HERE. (http://dffd.bay12games.com/file.php?id=10606) Let me know if that doesn't work.

Have fun Taupe! Out of the Flood and Into the Forest.

I like the title "Doomforests - A Forgotten Beast Family Reunion!"

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on February 19, 2015, 07:50:51 pm

This is art...amazing job, throughout the turn Skaia. :)
And Toupe, I can't wait to see what will happen to you next! ;D

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 19, 2015, 08:16:14 pm

Yeah, hum, I'm not going to be around until maybe monday, since I have to go over to my mom's place for her 50th birthday. Will try to blitz the turn in a few days next week.

In the meantime, why don't you take a look at THIS FORT, (http://www.bay12forums.com/smf/index.php? topic=143716.msg6031473#msg6031473) which I'm working hard to bring back to life. It could use a few more people, because everyone sort of forgot about it along the way. Speaking of which...

* * * * * * * *

He had been testing the patient every hour, for every day of the last month. People assumed he was mad. That much was true. But the doctor was definitely not going to let such a patient go unchecked. It could go wrong at any moment. But so far it hadn't. after 890 diagnostics, he was now pretty certain that the treatment was working. It has not spread. At all. In fact it disappeared.

The main ingredient had been gold, altho the specially engraved bandages had been the catalyst. The victim had been slashed (hooved?) by one of the werebeasts, and instead of announcing it to the overseer, he'd come to him instead. People were quick to dismiss him as an old fool, until they had trouble of their own. So did this dwarf. but he definitely changed his mind about the doctor's reputation when he realized he was probably cursed. But no more.

"Tell no one. If anyone asks, simply say that I am senile, and bored.

- -I will not say anything. If they learned, they draft me into the military, and dispatch me against the beasts to clear the caverns.
- -Good, good.'

There was little hope of saving a more serious affliction of the werecurse, but at least this little infection had been contained. Life had been different for the doctor since he found the book, and crafted the artefact bed. Skaia had seen it for what it truly was, however. An altar, a catalyst. It beared the key to mighty seals long forgotten, which he had designed, guided by the writtings in the old journal he found. Of Dark One there had been no sign, altho there was many places he could have been hiding, as did many cultists he was sure. There was, after all, a new vampire mayor, although this one was key to his plans. He was still working on the how and the when, but he definitely knew what he was going to do with him.

Skaia II came to his office later that day, saying that the weight of the hat had grown heavy on a simple broker's head. He agreed to oversee the fort once more. The ex-overseer left him with some plans and half-finished design about skaia's personal project, the total Safety Project. He knew vaguely what it involved, but lacked the mechanical skills to wire it properly. Only Skaia had known her lot about mechanics, and her alone knew how to finish the project. And finishing the project, they had to. Every day, the battles in the caverns grew wilder, and the need for wood amplified. Sadly, there was no dwarf alive in this fort who could complete this task.

That's why he was going to bring her back.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on February 19, 2015, 08:50:18 pm

The (countenued) Journal of TechnoXan, the Dwarf

Entry Four:

For the moment my days are spent armoring with my fellow craftsmen, a pleasurable job indeed. And I am proud to help our brave warriors in combat. As I myself periodically wear the very same armor I craft in times of war. And I spend my nights furthering the Mechatechno sect. During the ferocious fight with the Shrew of death I had a glimpse of the caverns. Amazing! The sect will thrive in these conditions. Mecha plans C through E will most likely take place mainly in the upper levels of the caverns, oh the wonders the sect shall create! I must explore the caverns. I have need the exotic creatures that call the caverns home. Water will be needed in abundance if the plans are to succeed. The caverns should, again, suffice for the Mecha Projects. Alas, I must retire to my room. I need to research more into cavern lore. Specifically the local Fauna.

Entry Five:

Today I contacted two potential members for the sect, I have met with them twice and they seem worthy members of the Mechatechno sect. They must pass trial first though. I will set the the first hopeful on his trial tomorrow. Two is very small, but the sect shall grow! Anyway, after doing some research into the habits of some of the more dangerous inhabitants, I borrowed a pick from the stockpiles, oh who am I kidding, the giant pile of semi useful tools. And I have chipped a small hole into the caverns through a small abandoned mine shaft. Sealed tight with a small gate of course! I would dare not endanger the fortress. No one can know, lest panic break out among the more feeble minded among us. But, the caverns are amazing. Who would forsake a place such as this for the mere chance of danger? I have only explored a small portion for myself and using my measurements I have altered Mecha plans C and D accordingly. This is promising indeed.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: maxcat61 on February 19, 2015, 10:08:00 pm

Quote from: SkaiaMechanic on February 19, 2015, 06:15:24 pm

If anyone wants to go to Old Doomforests to retrieve the treasure, be my guest. There's a ton of stuff we could burn for FPS and there's quite a few golden items. The treasure is yours for the taking, the dwarves left everything in one piece.

I see what you did there.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 20, 2015, 12:28:16 am

Mate the 888th grabbed his hammer. He was blind with rage as he ran at Skaia's tomb. The raised his hammer but the speardwarf, the one he named Hero stopped him before he defiled Skaia's resting place.

"LET ME DO IT! LET ME TAKE REVANGE!"

"Stop it! You have been sober for three days! You are not thinking straight!"

"SHUT UP! SKAIA'S IMPRUDENCE LET MY FIRST SON TO FOLLOW HER TO THE CAVES AND DIE! AND NOW, AFTER DEATH SHE IS STILL KILLING MY KIN! MATE THE 889TH, KIB, MATE THE 891ST, ALL OF THEM DEAD BECAUSE OF HER! LET ME BREAK HER MEMORIAL SO THAT HER SOUL IS FORCED TO LEAVE ARMOK'S HALLS AND ROAM THE EARTH FOREVER!"

"Stop it or I will forced to use the force!"

"Let me do it!"

The guard hitted Mate on the head, making him fall on his knees.

"Okay. G-Get me out of here."

The Hero whose name nobody really cares about helped Mate out of the tomb.

"Will you give my hammer back now?"

The speardwarf gave back the hammer to Mate. He stood still for a moment.

"Is our current overseer, Skaia II, in her office at the moment?"

"I... think.'

Mate the 888th pushed the hero and ran away. The guard gave chase to him.

In the halls, the ex-overseer, Skaia II, was startled by a terrifying scream.

Mate was running at him (her? I don't really know) hammer in the air.

"MY BLOODLINE SHALL BE AVANGED!!"

Mate was on the floor, the hero/captain of the quard/speardwarf was holding him. He didn't even got close to Skaia. An old dwarf could not outrun a trained trained soldier.

"NO! LET ME KILL HIM! LET ME AVANGE MY FAMILY! Let me do it... Let me kill him..."

He was crying now. His last son was looking at him from the other side of the room. Scared.

"GET OUT, SON! Go with your friends... Your father's okay... I'm okay."

Dwarves don't belive that death is the end. They know that it's the beginning of another life in Armok's halls. Worshipping a deity for a dwarf is not acknowledging its existence, but merely favouring it over the others. A dwarf that worships no gods is not one that does not belive in their existence, but one who does not seek their favor.

Dwarves know that they will see their loved ones again after death, but that doesn't make it easier for a dwarf to say goodbye to a loved one. Dwarves will get enraged, melancholic or just plain crazy if they can't take the death of a loved one.

Because dwarves know that a death is not the end unless you make it be the end. If you will not be strong enough say goodbye and move on, if you refuse to move and starve to death after a loved one's death, it will be the end.

But for most dwarves, the death of a loved one is not the end, it's not the beginning, either. But it's another of the phases of life, is an option to continue or to crumble under your own weight. It's something you must endure.

Mate the 888th stopped crying. He dropped the hammer and waited for the speardwarf to let him get up.

"Look at you." He said to the guard. "When I first met you you were a young and worthless peasant sent on a mission that you weren't suppoused to survive. Now, you are a champion, a warrior to be reckoned. Do you have any family?" "No, I never met my parents.'

"I saw you grow from a scared peasant to a fearsome warrior. You would be a worthy person to carry the bloodline, if only by name.

"What? But... You still have one son!"

"Yes, but if he were to die... $^{\prime}$

"Daddy? Why do you say that?"

"Oh, deal with it, all of us are equally likely to die! You should know that alredy, you are 1 year old!"

"He'll get over it. Now, as I was saying, I see in you a good dwarf. A dwarf worthy of legend. So now I ask you, abandon that peasant name that ties you to your past, and accept the name of Mate the 892nd! The uh... Emergency Heir!"

"Emergency heir? Um... I'm... Honored but... I don't think that I should...'

"You have no choice on the matter, I alredy lost my wife, two kids and had a weird trance with a guy talking about how we dwarves dealt with death. It's enough trauma for me, please don't force me to endure the punishment to passing my family name to my douchebag nephews or cousins."

"Okay... I guess I'll accept the name, then."

"Excellent! Now let me go get my son!"

He then run after Mate the 890th

Kogsak, now called Mate the 892nd, went back to duty.

"Crazy bastard."

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: SkaiaMechanic on February 20, 2015, 02:32:35 am

Great writing everyone. I was especially interested in how Taupe and Mate888 would respond, and you both didn't let me down.

Mate, that was probably my favorite piece out of all the writing you've done in this thread. Of course, I'm heavily biased towards a good bit of stoic philosophy here and there, but even outside that it showed the kind of rage I was expecting. Although the strong arm tactic to bring others "into the family" does help explain how there were so many in your line.

Amusing note about your dwarf for your trouble: I recruited two legendary miners into The Kinetic Swans, one of them being Mate888. (I had more mining improvements than mining projects.) Obviously, I rearranged their equipment so they wielded a pick instead of another weapon to get that awesome skill benefit. But after looking it over a bit, it felt weird that the Hammerer didn't have a hammer, so I assigned you one of them as well. Your dwarf came to the conclusion that it should duel-wield both weapons in the same hand at once.

Taupe, great job providing a reason for your dwarf's obsessive compulsiveness towards treating that one patient. Very creative. I ended up enabling mechanics on your dwarf as well, and was last seen dividing your time between digging, making mechanisms, and harvesting plants. You might want to check Dwarf Therapist when you get the save. I didn't use it, but I ended up messing with a ton of labors and letting everyone do hauling just to get some things done. I ordered a bunch of trees topside to be cut down, but if you don't have someone exclusively working on it it'll never get done. I put in a wood burner down by the forges, so you should be able to make some charcoal, which two pieces can be used to make a bar of steel. Also make sure we have boxes, bins, etc.

Foton, I forgot to dwarf you. Whoops! Well there's plenty of people working the magma stations so it shouldn't be too difficult.

You caught it Maxcat, but I only succeeded if you heard it instinctively in that voice.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: Max™ on February 20, 2015, 05:17:33 am

I uh... had a title idea to share for humor if nothing else.

Urist McPerry Presents Doomforests: A Forgotten Beast Family Reunion

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: Dark One on February 20, 2015, 06:08:59 am

In the sparse time I've readen the documents brought to me by one of the disciples. They gave me insight of this fortress history, including informations about huge vein of energies located in the caverns. That's the source of troubles that came here. First, Nifih started to fight for it. Necromancers wanted to stop their enemies from raising to power, so they sent their squad here. I don't care about it anymore, I have a bunch of ignorant dwarves under command now. Speaking of which, neither of them is a true necromancer! They're just a scouting squad! I looked on the ledger, and saw that we have no slabs. Noone here knows the secret's of life and death! I need to organise them better! As I look over the room I notice a disciple. When I look at him I feel strange, as if I met him before. I call him to me. He seems to be afraid, then asks:

- Yes master?
- Tell me who gave you orders before.
- Master necromancer from Sanctumcoal gave us order to gather information.
- That's all?
- Yes master.

- Since I'm now in charge of this group, I give you new orders.
- But...
- I was sent here by master necromancer to take lead over this group. First of all, how many tomes of knowledge we have, as I haven't noticed anything concerning this matter in our ledger.
- None.
- No slabs, no tomes of knowldge and no secrets of life and death?!
- We're just scouts....
- Stop! We have no time for this. How many disciples we have?
- Twenty four.
- It'll be enough. Tell me something about recent events?
- Well, Taupe II, the mad doctor made an artifact bed.
- Not bed...
- What?

Words echo in my mind. My vision gets blurred by an eerie green glow. I feel like someone drags me by legs. Darkness surrounds me. I don't know why, but I leave some kind of book near someones door. Then my vision returns. I'm standing in front of the disciple. He seems horrified.

- It's an altar... sacrificial altar. What's next?
- Skaia I, the broker and last overseer before the engraver took control over this place died. The body was buried...
- Retrieve the altar and Skaia's body.

He notes the order down in his journall. When he ends, i ask

- Any other interesting events going on?
- Before Skaia I died, drawbridges were built and levers place. They were never linked thoug, as Skaia died before completing constructions.
- Drawbridges? Rock drawbridges?
- Yes.
- We're lucky they haven't used soap then.
- Why?
- If you'd be more educated you'd know that soap is a strange substance. Capable of blocking any energy and physical threat. If I remember correctly soap was used to close Ast when she turned into a wereantelope at least that's what your books about history mentioned. Don't mess with soap.... as I think about it, find PsychoAngels body too. We'll need it. Also, don't forget about interrupting completion of those bridges.
- *I wait until he finishes*
- Anything more?
- Well.... there's a vampire in the fortress.
- A vampire? Have you set up a cult?
- A cult? No, but....
- Then what are you waiting for, lazy bastard! I leave duty assignations to you. Don't mess it up, or you will be the first dwarf to see if Taupe's "bed" is comfortable!

He goes out of my sight quickly, I can focus on planning now. I write down what I can do for Doomforests:

- [] Retrieve altar made by Taupe II and bodies of Skaia I and PsychoAngel;
- [] Interrupt creation of bridges;
- [] Set up another vampire cult;

But first of all, I'll see if I can change something in the layout of this place.

[00C]

Is my writing OK? I want to know if I need to improve my crappy writings.

Also, nice title Max!

[00C]

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: Drazoth on February 20, 2015, 03:41:36 pm

[00C

Your writing is fine dark one. I'm very interested by your plans, and how they may interact with mine. Also, what did people think of the rune code from my last entry. Should I keep it or drop it? Haven't included any here to gauge people's opinions, as well as not needing for this [/OOC]

Journal Of Drazoth III:

Entry 5: Managed to find place to hide journal. Doubtful that anyone would find it here. Will look for alternate places to be safe. Been working on finding the info left for me by 2. Lots of it is about events that happened between 1's death and his. I've not bothered to record any of it here. However, other pieces are more cryptic, referencing some sort of cult. Must find more.

Entry 6: I've discovered a cult here, but I don't believe it is the one that 2 was talking about, as they seem to have arrived more recently. They call themselves the Mechatechno sect. I don't believe them to be a threat. In fact, I think they could be rather helpful. Must speak with this TechnoXan to inquire about joining. Also, decoded more of 2's messages. Apparently, Taupe II, the docter I spoke to earlier about what happened here, was the one 6 mentioned when I left to come here. He was also recently appointed overseer by Skaia II. Once I've finished decoding 2's clues, I should speak with him. He seems like he can be trusted, and while some think him mad, I can see that he is possibly the smartest person here. Perhaps we can exchange information, as 2 hinted that he found things that the doctor may not have. Besides, After what happened to 1 and 2, I know that if I am to succeed, I will need allies.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Salmeuk on February 20, 2015, 08:17:30 pm

Taking suggestions for a summary of Skaia's turn! Also, I pm'd Taupe about his turn.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 20, 2015, 08:47:05 pm

Why yes, I posted the intro to my turn an hour after the save was uploaded. I'm spending some time trying to figure out what the new fort is about, but I'm leaving for a family reunion first time tomorrow morning, so I won't be updating until Monday night. I'm not planning anything fancy (I mean, beside necromantic rituals and forgotten beast extract transfusions), just gonna reclaim and clean old Doomforests once and for all. We need haulers. LOTS of them.

My fps is pretty much through the roof, so I'll try to melt or dumb as much unneeded stuff as possible, and clear a few stockpiles. This

should make the fort tidy and smooth for the next players. (By the way, a much better solution to the problem than carving a whole new fucking fort). I know, boring. Don't worry, my last turn's big project was to install a few doors, and we know how it turned out.

"With forgotten beasts swarming the caverns, vampire mayors and werebeast squads, Skaia puts on the rutile hat and initiates the Total Safety Project, which obviously results in untold deaths and yet another cult..."

I think that encompasses gracefully how over the top absurd and deadly things have become no more than a casual routine to this fort.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 20, 2015, 09:56:17 pm

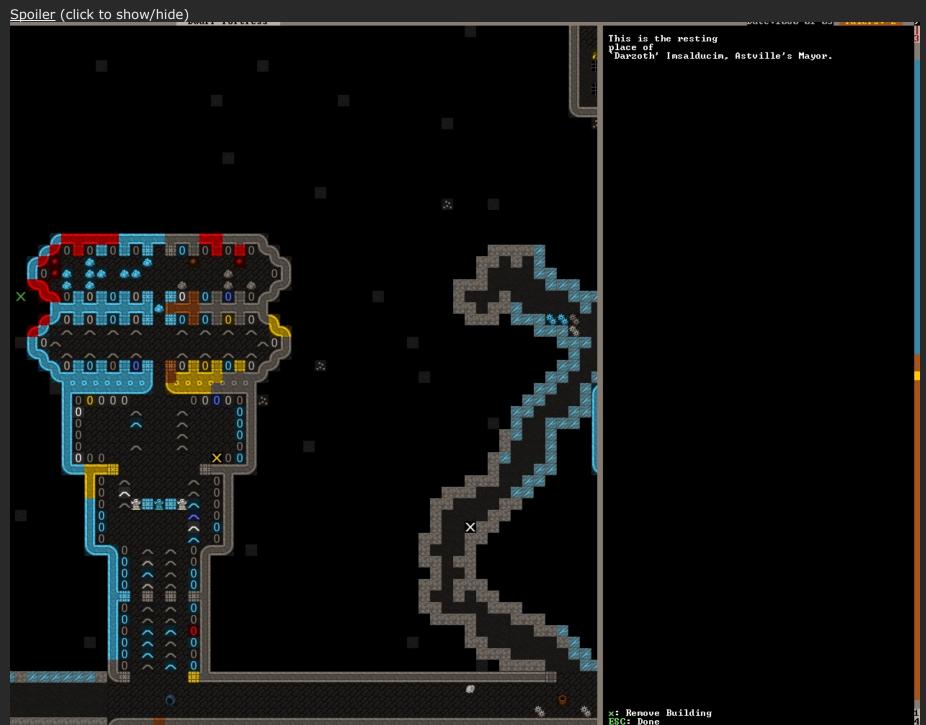
Skaia, I know that you like Mr. Vamp mayor, but if the fort survives till my turn, if Vamp survives till my turn, and if my character survives till my turn, I will kill him because f*ck shadow cults.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Drazoth on February 20, 2015, 10:27:48 pm

What makes you think that taupe or I won't kill the vamp first? Cause I promise that he survives taupe's turn, he's getting a roof dropped on him.

Edit: Sorry, forgot about Iamblichos. If vamp mayor survives the two before me, he dies. Properly this time, not the half-assed way he died the first time.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 20, 2015, 10:46:23 pm



peaking of previous deaths, I found the resting place of the first Drazoth. Or "Darzoth" as someone named him.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Dark One on February 21, 2015, 04:28:06 am

[00C]

Quote from: Drazoth on February 20, 2015, 03:41:36 pm

Your writing is fine dark one. I'm very interested by your plans, and how they may interact with mine. Also, what did people think of the rune code from my last entry. Should I keep it or drop it? Haven't included any here to gauge people's opinions, as well as not needing for this

Glad to hear it. I think that the rune code is great idea. It can add much depth to the character, not even mentioning others intercations with Your's character and the code itself. I thought about glyphs when I was writing the nightmares and necromancer stories. I even textured and rendered a scene, but I never posted it and deleted all the material. I'll mention the rune code in my writings anyway, even when you stop using it.

[/OOC]

Journal of Dark One

I spent whole night reading all the material gathered by disciples. Stories of bravery and foolishness. Stories about intrigues and death. The horror that lurked in the shadow, the darkness surrounding Doomforests. I'll spread the shadow further. Make the evil even stronger. Within ledgers I found a scroll of unknown origin. Disciples were baffled when looking on the inscriptions. When I was looking at it, I felt a weird crawling sensation in the back of my head.

*Eerie green glow fills my vision. I feel like someone punched my right in my face. I am standing on top of a tower. I hold a scroll in my

hand, and look upon inscriptions. In the middle of the scroll I can see a hexagon. There's a circle inside of it, and there's a rhombus inside the circles. Everything is connected by series of lines creating horrifying symmetry. There are symbols of life, death, torment and misery in each corner of hexagon, and words. The language is unlike anything I seen before, but somehow familiar. I look around. There's a mangled body covered with blood and strange, slimy substance. I read the inscription:

Y'THRES AKHSU'ENTH FIDIS EN'MORTESN

The body starts to shudder. Smoke goes from within it's nostrils and eyes. The slimy substance starts to boil and dissapears. I hear bone-chilling shriek and spirit gets out of the body.*

This scroll would help me greatly in my plans. I call the same disciple I called before:

- Yes Master?
- Are the orders completed?
- We have brought the altar, we have found what seems to be bones of PsychoAngel and brought Skaia's body. Vampire cult is starting.
- Great. What's your name?
- Urist
- From now on you are responsible for completion of orders, you will manage my orders. I have found heaps of informations about the line of Drazoth dwarves here. Do you know anything more?
- No. Ledgers mention only that they were here, nothing more. We have found some kind of journal, but it was written in undecipherable code. I'm curious master, why are we starting vampire cult?
- To control the masses!
- We want to scare them?
- We want to make them want to set vampire free. This will give distraction for operation G.O.D!
- What does it means?
- You'll see when the time comes. As for the Drazoth dwarves, find their bodies too. Come, and tell them to bring PsychoAngels body!

With Urist we went to the altar. Disciples took the bones and threwn them on altar. I started to read inscription upon the scroll. The bones started to hiss. Bubbles of soap start to float from the bones. A shriek comes out, and spirit of PsychoAngel appeared.

- Who interrupts my eternal rest?
- I, Dark One free you, The Lord Of Soap from eternal prison! Go! Spread the cult of soap!
- I'LL COVER DOOMFORESTS WITH SOAP!

The spirit flies away with maniacal laughter, the bones transformed into pile of soap. From soap he comes, and to soap he will come back! The spirit flies through the wall, leaving only some traces of soap. A disciple appears:

- Master, I have the substances you wanted!
- Great. Bring Skaia's body!

The body is put on the altar made by Taupe. I prepare a concoction I read about in ledgers. I spill it over body, and the mass dissolves.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on February 21, 2015, 02:48:21 pm

(The Continued) Journal of TechnoXan, the Dwarf

Entry Six:

One of the two hopefuls has made it through the trials. He is now an honorary acolyte. As for the other, the Crundle packs that frequently roam the caverns are a great disposal system. I have begun training the new acolyte and he is proceeding well in his studies of magma usage. Ah, and I have been contacted by another hopeful. But this is no normal cannon fodder dwarf. This is Drazoth III. He is a Dwarf of great power and a tangible talent for intelligence. I have sent my acolyte to organize a meeting. He will be a great boon to the Mechatechno sect! I eagerly await our meeting, his talents are needed for a surprising number of Mecha plans. If he agrees to join and passes the trials, as I am sure he will. I must share my current Mecha plans with him and get his advice. Also, my research into the local Fauna of the caverns have proven successful. I have a specific interest in Crundles and Cave Crocodiles. In my base, open space in the mine shaft next to my personal cavern entrance, I have managed to capture a Crundle! I set a cage trap near the entrance and it worked! I have begun studying its habits and diet. These weak little runts could be useful for pets, food, and hordes of targets as defense. Things are going well, but I think there are other powers at play in Doomforests. I must look into the political powers here.

Entry Eight:

My investigation has paid off, it appears as if this place is rife with cults and political shadow groups. Hmm, I must be careful to distance the Mechatechno sect from some of these groups. There are rumors of a Vampire cult. For Armoks sake! I must cleanse Doomforests by way of creation of magnificent machines and plans in the name of the Mechatechno sect! It must be in secret though, my cover as a normal armorer seems to be holding. For now. In the mean time I will continue studying the caverns and searching for new acolytes. The sect shall grow.

Spoiler (click to show/hide)

OOC: Drazoth, (or anyone in the future) if you do decide to join the Mechatechno sect, I actually do have a total of five *current* Mecha plans that you might want to know. I can pm you them, they must be secret! For now... (you of course don't have to keep them a secret if you don't want you.)

Oh, and Dark One, cool cult! No offense to your cult. I look forward to seeing how our uh...groups, interact.



Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: Drazoth on February 21, 2015, 03:50:13 pm

[00C]

Thank you Taupe. Your future tomb will be upgraded to include a magma moat. No magma-fall though. Also, thanks for the feed back Dark One. Perhaps your cult may not have all it's members thrown into the magma. That may change though. [/OOC]

3 Stands in front of one of his brother's engravings. The last one to be read. While he watches, the engraving changes. Slowly, subtly, in ways most wouldn't notice. Within the image, small changes in the fine detail reveal the message within. Even if someone where standing beside him, they wouldn't be able to read the secret, as it was written in his clan's rune code. After reading the message, 3 touches the wall and mutters a word under his breath, and the image reverts to it's original state.

"Very impressive brother. I know you were experimenting with hiding messages this way, but I never thought that you would manage it. I'll be sure to tell mother about this in my message to her."

After he's done at the image, he walks back to his room, carefully closing the door behind him. He then takes out some paper, quickly drawing the runes out on the sheet. Once done, he rolls it up and ties it with some string. He then gets out another sheet, and does some more writing. He rolls this sheet up, along with another, and ties it like the other. Putting them in his pocket, he takes out some things from a drawer, and puts them in a pocket as well.

As he turns to leave, he stops, turns back to the drawer, takes out some other things and closes the drawer. Placing the objects in his

pockets, he then leaves and heads to the coffins holding his brothers, having found the one holding 1 with help from the good doctor. He then looks around and once he's satisfied that no one is watching, he opens 1's coffin. Wasting no time, he pricks his finger, drawing

He then draws runes on the corpse's head and mutters some words.

Spoiler (click to show/hide)

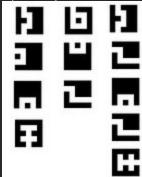


Once the words are spoken, the runes glow a dull red for a moment, as do his eyes. Just as he reaches into his pocket, a chill goes down his spine.

"So, the necromancers have begun raising spirits. A small annoyance, but only if I taken precautions."

He then draws more runes on the body and speaks more words.

Spoiler (click to show/hide)



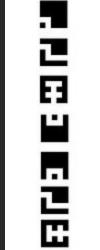
After the glow fades, he reaches into his pocket and takes out a small object. It appears to be a small animal's skeleton, though on closer inspection, the bones have been carved into their current form, and taken from multiple different animals. Placing the thing in the coffin, he touches the runes inscribed on it and mutters again. Spoiler (click to show/hide)



He then closes the coffin, and rushes to 2's, where he repeats his actions.

Afterwords, he goes to Old DoomForests, from there he goes to the surface. Looking around, he takes out two objects, as well as the papers he wrote earlier. The objects this time look like small birds, with very large talons. Placing the papers in the birds' claws, he touches the runes on their heads and mutters.

Spoiler (click to show/hide)



After that, he returns to his room, takes out paper, and begins to write three letters, each to a different person. The first is to Taupe II, requesting a private meeting with the fort's new overseer, to exchange information regarding the future and safety of the fort. The second is to TechnoXan, expressing interest in joining his sect. The third he takes his time with. It reads:

"To the Dark One:

I am aware of your presence here, and wish to speak with you. We both have plans for this place, and I think we can aid each other. Meet me in the dining hall in Old DoomForests a week today. Alone.

From: D3"

Sealing that letter, he takes another bone messenger from his drawer, a rat like this time, see as it's target is under ground. He puts everything in his pockets and leaves. After delivering Taupe II and TechnoXan's letters, he wanders the halls of New DoomForest. As he wanders, he remembers a song he heard once while traveling in human lands, and feeling it appropriate, he begins to hum it. Once he is far enough away from everyone else, he puts his messenger down, touches the runes on it's head, same runes as on the birds, and mutters, managing to keep the tune of the song while doing so. As the things scurries away, he says aloud, "Beware Dark One, for this game that we play is won in wily ways and sly is this littlest lord." He continues humming the song as he heads back to his room, singing along with the final lines,

"Beware, Beware of the words I twist, I am small but my reach is long. And the ravens black against the winters mist Are whispering the half-man's song. They're whispering the half-man's song.

Whispering the half-man's song.

[OOC] Bonus points to those who know the song I was using without having to google it. Also, pm those plans TechnoXan, I am very interested in them. [/OOC]

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: TechnoXan on February 21, 2015, 06:05:44 pm

Ok Drazoth, welcome to the sect! I'll pm you as soon as I get on my computer. (I'm on my phone right now.) I will also pm you some kind of trial situation, for journals. :)

EDIT: Done! :)

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: PsychoAngel on February 21, 2015, 07:37:46 pm

Sorry I haven't been around a whole lot to join in on the journal-entering fun. I would, but I don't have a Psycho II yet, and I want it to be that way until it's almost my turn. Why? Because I want my turn to start out with me being thrown into the position of overseeing what will either be a chaotic shithole or a masterfully reclaimed Old Doomforests, and having no idea where to start (in character, at least).

So far I've been reading really great stuff, and I hope to join the bandwagon there when the time comes. So be ready for that, and we'll see what sort of chaotic subplots we can pull from the ashes (Or maybe dwarf/forgotten beast blood. Or maybe even soap) of Old Doomforests.

Excited to see a new age of pinpoint micromanagement by Taupe.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 21, 2015, 10:52:44 pm

I like how some people like Dark one, Salemuk and Drazoth use Doomforests as a part of a greater plan and people like me, Taupe and Skaia just worry about the future of the fort, either unaware of the grand scheme of things, or trying to defend it of those behid the curtain.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: maxcat61 on February 21, 2015, 11:20:01 pm

Quote from: mate888 on February 21, 2015, 10:52:44 pm

I like how some people like Dark one, Salemuk and Drazoth use Doomforests as a part of a greater plan and people like me, Taupe and Skaia just worry about the future of the fort, either unaware of the grand scheme of things, or trying to defend it of those behid the curtain.

And then there are people like PsycoAngel and I, who just want the fort to be a safer better place, and ignore the neko-mancy cult stuff.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: PsychoAngel on February 22, 2015, 08:19:35 am

Hey, I only ignored it because I'm not there (yet). Psycho II is going to be going through some crazy shenanigans for sure.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Dark One on February 22, 2015, 08:36:14 am

[OOC]

Quote from: PsychoAngel on February 22, 2015, 08:19:35 am

Hey, I only ignored it because I'm not there (yet). Psycho II is going to be going through some crazy shenanigans for sure.

I'm waiting with anticipation until the lord of soap descends upon accursed halls of Doomforests!

[/OOC]

Journal of Dark One

I spoiled the acids over the body and waited with anitcipation until it dissolves into slimy, pink mass. Then one of the disciples says:

- Master, there was made a mistake....
- What mistake?!
- It's not the body of Skaia, but a random dwarf... it was in Skaia's tomb!
- WHAT! NEXT TIME YOU'LL DISAPPOINT ME, IT WILL BE YOUR'S BODY ON THE ALTAR! BEGONE!

Who I have to work with! I grab a mug and take the substance inside of it for future experiments anyway. As I head for our library to search for the book left by Drazoth's, Urist stops me:

- Master, the vampire cult is ready! Dwarves are praying to the vampire mayor, and want to set him free. What to do?
- Wait patiently for my next orders. Found Drazoth line dwarves bodies?
- Yes, but....
- What again?
- As soon as we opened the tomb, the first disciple to touch the body was panick stricken, and started to take his clothes off. He wanted to suicide, but we stopped him. He's resting now in the dormitory.

I look at the mug with dissolved corpse which I'm holding in my hand, and say:

- Let's go.

When I arrived there I gave the injured disciple the mug and say:

- Drink it, this will help you.
- Ugh! That tastes horrible! What's this?
- Dissolved corpse.

As I say the last words, the disciple faints. I order him dragged to the altar and take a scroll out of my pocket.

Spoiler (click to show/hide)

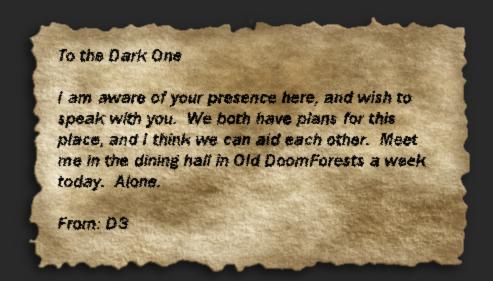


And read the inscriptions. As my words echoes in the hall, the body starts to shudder. Disciples skin changes the colour to dark grey, green slime starts to spank out of his nostrils. His eyes were bulging and turned yellow, and lizard alike. He woke up in his new, transformed body, confused. He asks:

- What happened?
- I changed your form. You are now a minor corpse eater! Go to the Drazoth's tomb, and eat the body! The ward protecting it shouldn't have any effect on the undead.

I ordered some disciples to go with him. Having a corpse eater set free in this place would be great problem, especially if it's fresh after transformation. Speaking of transformations, my skin changed. It got pale and almost grey, with transparent slime covering it. Luckily it's not odorous. As I go to the library, something stops me. A bone messenger! I take a note from it.

Spoiler (click to show/hide)



And the messenger shatters into rat bones. A message from D3, I call Urist, he may know something about it.

- Yes master?
- *I show him the note, and he says*
- I don't know.
- The history books mentioned dwarves called Drokles, and Drazoth.
- There were two Drazoth's, but both perished. We have the weird, rune-coded book.
- So it can be their descendant!

I go quickly to the library, and then laboratory I quickly set up a few days ago. I must prepare for the meeting with him. Since the tom had a protective ward on it, I must take something to protect myself by means other than dark rituals. I prepare a flask of high acidic substance, capable of dissolving even finest steel. Then I hear a call. As I go through the doorway I found myself on top of a tower. The master necromancer has brought me here. He asks about the current situation, and I give him report, the say:

- Master, I assure you that I take only the necessary steps to accomplish our quest!
- I'll be watching you Dark One. Try to fool me, and you'll end like Iamblichos, who's force to be happy woth our cooperation. In your report you've mentioned a dwarf called Drazoth?
- Yes master.
- A line of sorcerers famous amongst users of dark rituals. Offer him our services. Also, I'm interested in details of operation G.O.D, what would you need to accomplish it?
- A scroll of direct control.
- Take it. I have also another gift for you. Take them both and remember. You have preserved your free will only because you wanted to cooperate first. One bad move, and you'll end like Iamblichos!
- Yes master.

I reach for the scroll, and strange bird leg dismembered from the body. It's probably of raven origin. The skin is almost white, while claws are dark. Looking at it I feel like I'm looking inside a void. It absorbs light, and probably would help me to sneak more efficiently. I go back to the fortress. I go to the library and take the book left by Drazoth's. With the flask of acids and some scrolls I'm ready to go, but Urist stops me again:

- Master, we've got information about another cult gathering strenght in Doomforests, a MechaTechno sect!
- Infiltrate it. I have to go now.

He continues with me, but I say:

- I must go there alone.

I reach the meeting area, and hide within shadows. Prepared for anything that D3 could bring me.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: Drazoth on February 22, 2015, 03:01:58 pm

3 enters the caverns, knife in hand. He had spoken with TechnoXan, and was now here to complete his entry trial. Kill, but not maim three crundles and bring the bodies to the Sect's base for study. He has three hours with which to do so. He's supposed to use only the knife he was given, but he doesn't think that Techno would be able to tell if he had some assistance. Reaching into his pockets, he pull out some rat shaped things. He removes their teeth, seeing as the wounds created so would be easily distinguished from knife wounds, but he figures that their claws won't be. He places them on the ground, engraves the runes on their heads. Spoiler (click to show/hide)



Touching the runes, he mutters, the glow appears and fades, then his minions come to life. He goes with them, figuring it the fastest way to accomplish the task.

About an hour later, the crundles are dead, and in reasonably good condition. As he deactivates his tools, he hears a voice address him.

"There you are 3, I was worried that I would have to go up to the fort to speak to you."

"Ah, 7. Good to see you brother. I take it you've completed the escape tunnel."

"Yeah. Thanks for warning me about the Forgotten Ones you have here. I would have likely tunneled out near them if you hadn't. I'll show you where the escape is. It leads to a safe place a few miles out."

"Alright. Make it quick though. I have to have these back in two hours in order to gain some valuable allies."

After being shown the escape tunnel, 3 returns to TechnoXan with the crundles. They then sit and talk about the Sect's plans. "Your plans are rather interesting TechnoXan. I had an idea similar to plan B, though a bit larger in scale. I think we should focus on that one. How we will get the rest of the fort to assist I don't know. Perhaps we should work on elevating on of our members to the position of overseer. That way we can have our way with little interference. I must go now. Till we meet again, please consider my suggestions."

With that he leaves, and heads to his room. He grabs some things from his drawers and heads up to Old DoomForests. He reaches the dining hall, and looks around, eyes glowing as he does so. While necromancers may be able to sometimes hide from normal sight, it is nign impossible for something to conceal their energy. Confidant that he is alone, he scatters some tools under the tables near the door, and some more under the tables at the other end. With that done, he sits done on a chair, pulls out the bottle of rum, and waits.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: TechnoXan on February 22, 2015, 07:08:36 pm

OOC: Can't wait to see what soap induced madness will incur on you turn PsycoAngel! ;D

The Continued Journal of TechnoXan, The Dwarf

Entry Nine:

It happened! Drazoth III has passed his trials with one hour left! I know have three fresh Crundle specimens. I have ordered my acolyte to quickly preform the autopsies. Even the small amount of information I have gathered is stupendous! These creatures show a remarkable ability to learn, that may even be considered as intelligent as a young Kobold! I will continue to study these exotic creatures. Drazoth III left shortly after for some personal business in the core of the fortress. He earned it. Only a small knife in the caverns, actually hunting the beasts. We had a very informative discussion involving the current Mecha plans, specifically B. I am excited about his ideas on incorporating failsafe's for the Mecha plan B compound involving some ingenious uses of magma. I have altered the the Mecha plan accordingly. The Mechatechno sect has a very powerful ally, nay, member! He brought up the question of how will we sway the vast majority of the populous of Doomforests into the Mechatechno sect. Or at least begin work on some of the Mecha plans. I have a temporary solution, get a large enough following that the foul beasts inside and out the fortress would be unable to accomplish their evil goals. we talked about needing a way to quickly accomplish the Mecha plans. And he suggested putting a high ranking member of the Mechatechno sect in a place of power, such as Overseer. As for who would the head of at least our short term power grab, we decided on having the Mechatechno sects new devout, Drazoth III himself become the figure head for the position. I am the Master-Engineer, undisputed leader, and founder of the Mechatechno sect, but I feel my cover as only a talented armorer is in danger of failing. An open bid for power by an estranged group would scare off potential acolytes. No, until the sect has more members, I can't go in myself for the position as overseer. I trust Drazoth III though and he will serve the sect well!

Entry Ten:

Progress is going splendidly on my acolyte, he is almost ready to carry out some of my more modest plans. Such as my research into Crundles. Sadly his structural integrity studies are sorely lacking as of now. But Zurek is marginally intelligent and he is my honorary Head Acolyte. In other member related news, I have also contacted another hopeful for the sect. He will undergo his trials in two days' time. I can only hope this lowly fodder dwarf does marginally as well as Drazoth III. The sect is getting bigger and more powerful. And as the sect gets more powerful, the corrupt and illogical cults of worship must be weakened! This "Vampire cult" is most worrying. While converting the population through successful and ingeniousness Mecha Plans will work, the cults are growing in power and public activity. I am personally investigating the leader, and I have narrowed it down to five dwarfs. The most powerful of which is a disturbing Dwarf called Dark One. I am formulating a plan that will deal a great blow to this cult. I must consult with Drazoth III on what actions he can take to help the plan. The Politica-Plan is already in motion.

Spoiler (click to show/hide)

OOC: Drazoth, I will pm you the "Politica-Plan" stuffs later, probably tomorrow. I am absolutely swamped with math homework! 🙈 Oh and I added that part about you as the figure head for the power grab because of your position on the turn list.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: Salmeuk on February 23, 2015, 01:34:01 am

I'm actually really excited for Taupe's return. Like way excited. Minotaur-in-my-pants excited. Crundle-cake excited. Dark-cult ofunknown-figures-trying-to-kill-me excited.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Max™ on February 23, 2015, 02:06:12 am

Taupe did seem to summon the crapstorm rather well.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: maxcat61 on February 23, 2015, 09:35:38 am

Oh yeah, forgot to ask: can someone put me up for another year on the list?

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: PsychoAngel on February 24, 2015, 12:48:24 pm

I have a forgotten beast question as well: Are there any relatives of Le Grand Soaper present in the fort? If so, find one with a decent personality, name em PsychoAngel II and make their profession "Health Inspector." If not, we will wait and see if a worthy Psycho II moves in with a migrant wave.

Also: I feel like someone needs to bring about "The Doomforests Inquisition" with all these cults forming. It'll be like bringing Ferdinand and Isabella to Dwarf Fortress!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: maxcat61 on February 24, 2015, 01:56:50 pm

Quote from: PsychoAngel on February 24, 2015, 12:48:24 pm

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I'm on it.

Diary of a Mad Minion

It has been brought to my attention that there are heretics in this fort. These heathens reject Armoks light, and preform unholy rituals in the name of their False Idols. I suspect that they were behind the death of the Queen. She was very unhappy before her "Suicide by Macedwarf", and Skia II was seen to her just before her death. I must hunt them down, and make them repent for their sins! But I cannot just order the guards to attack the overseer without any evidence. After all, if I am seen "interrogating" a dwarf for no reason, the fort will turn on me. For now, I will observe, and one day, justice will be served.

After all, no one expects the Spanish Dwarven Inquisition.

OOC:

Spoiler (click to show/hide)

This is my first try at something like this. I will try to be the Ordered "Good" faction (the Marines from OP). When I say "Good" I mean "opposing Necromancy and Madness", rather then "help save the fort".

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 24, 2015, 02:49:59 pm

Apart from Maxccat, who needed dwarfing?

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: maxcat61 on February 24, 2015, 02:56:58 pm

I already dwarfed myself before the year ended. There were many deaths: it would be better to count who survived.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 24, 2015, 04:58:10 pm

Quote from: maxcat61 on February 24, 2015, 01:56:50 pm

Quote from: PsychoAngel on February 24, 2015, 12:48:24 pm

I have a forgotten beast question as well: Are there any relatives of Le Grand Soaper present in the fort? If so, find one with a decent personality, name em PsychoAngel II and make their profession "Health Inspector." If not, we will wait and see if a worthy Psycho II moves in with a migrant wave.

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After all, no one expects the Spanish Dwarven Inquisition.

00C:

Spoiler (click to show/hide)

This is my first try at something like this. I will try to be the Ordered "Good" faction (the Marines from OP). When I say "Good" I mean "opposing Necromancy and Madness", rather then "help save the fort".

Oh, yeah! Let's purge those heretics!

And by purge I of course mean torture them to death.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on February 24, 2015, 05:03:42 pm

Heretics? HERETICS!?!? ;D

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: maxcat61 on February 24, 2015, 05:23:55 pm

Heretics are those that have strayed from Armok's holy light. They conspire, they sulk and hide, they worship Creatures of the Night*, and worst of all, they consort with the Dead. Maxcat I may have been content to ignore these Unholy events, but Maxcat II will not stand for it!

Some of the heretics may be guided back to Armoks Embrace, and may baptize themselves in his Blood. Those he spare will be born again, and everyone else will melt.

Therefore, someone must build a chamber that can have a small** amount of magma run through it, and anyone that survives it will be favored by Armok.

*https://www.youtube.com/watch?v=6Xmz-p9FYW8

**just let 1/7 magma on the floor, and drop dwarves in via hatch/bridge. (A nearby pool is optional)

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Salmeuk on February 24, 2015, 07:51:38 pm

I applaud the creation of a counter-faction!

Here is the latest DFMA: ADD SOME POINTS OF INTEREST IF YOU WISH (http://mkv25.net/dfma/map-12411-doomforests)

I've added Maxcat to the turnlist.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: maxcat61 on February 24, 2015, 09:18:39 pm

I checked out the map, and added some points.

Someone should probably expand the refuse room again: It looks kinda full, and I don't want rotting food to be left in the hallways.

Also, figuring out what all the bridges hook up to is going to be a lot of fun for the next overseer.



I made that myself in about 10m. I was in a mood.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: PsychoAngel on February 24, 2015, 10:10:44 pm

Or we could have been responsible individuals by utilizing the "Notes" feature. Eh, this IS Doomforests, so I suppose I can't expect a whole lot. Too much other crap going on, can't pause the game for the two seconds it takes to put a note down. Then again, it's a really minor feature because people won't usually use it in a personal fort, so I guess it's okay that it slipped your mind.

So label the levers when you find out what they do and when you make them. That is the moral of the story.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Max™ on February 24, 2015, 11:40:01 pm

Then someone gets the brilliant idea "hey, I'll put the levers on the level above/below what they connect to, that makes perfect sense!" until they get a situation where they can't do that, so t hey're like "ok, I know, I'll make the lever out of the same stuff as the thing it controls!", then they'll have a time where they can't do that, so they're like "oh, I'll put a note for these new ones" and then they'll realize they don't know how to control one of their older bridges and build a new lever for it and add a note that mentions the other lever but mysteriously omits the reference to which bridge it controls.

dun dun

Doomforests

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Salmeuk on February 25, 2015, 05:00:41 am

Levers seem to be a main source of multi-player fortresses consternation. Often have I read accounts of fortress destruction or murderous mayhem starting with the fairly harmless phrase of, "I'm not sure what any of these levers do."

I remember adding notes for my three levers back in turn two. Archaic though they may be, at least people know that they aren't useful.

Also, thanks for adding PoI's! I think it really helps people follow along with our stories. I was also wondering just what that statue garden was meant to be, sitting all precarious and directly above the magma pit.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on February 25, 2015, 06:39:23 am

I've been thinking, Maxcat, your way of *dealing* with heretics sounds a lot like that whole trial by water thing they did to "witches" way back when. ;D. Now it's just trial by lava in the name of Armok! :P

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: maxcat61 on February 25, 2015, 09:36:35 am

I like making my statue gardens/slab rooms into pseudo bunkers. Usually, there is a dwarf on break in one of them, and if there is food/pick, then they can dig their way to other survivors. My first forts usually ended by flooding, so I have come to appreciate the bunkers.

As for Heretics: you are 100% correct, TechnoXan. Those that are holy will survive, and those that are not will be greasy spots on the floor. I suppose you could try the trial in 7/7 water, but that would be lame. After all, magma makes things better.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Dark One on February 25, 2015, 02:30:34 pm

[OOC] I'd like to thank Drazoth, who helped me greatly to write this up. [/OOC]

I went out of my chambers leaving curious disciples behind. I double checked if they were following me, but I couldn't sense anyone behind me. I used secret passages carved within the walls, and quickly found myself in Old Doomforests. I head for the meeting spot. As I come closer, I notice someone sitting on a chair and chugging ale. I try to keep a safe distance, and say:

- I have come.
- Ah, I was wondering when you would arrive. You don't look well, then again you are a necromancer, so I guess looking like a corpse fits with the job.
- It's just the beginning of the transformational processes. I have brought something with me. Maybe it belonged to someone you know?
- *I take a leather bound book and throw it close to the chair. The book opens on a page covered with runes. It was emanating with curious light.*
- Ah, yes. I've been looking for that. When I arrived, I went to claim the property of my deceased predecessor. When I looked in the journal he left, most of the pages had been ripped out. I figured he had tried to destroy them to prevent your people from acquiring it. It seems he failed. Thanks for returning it though.
- *He picks up the book, closes it and put's it in his pocket*
- Tell me, what do you know of my family?
- *At this point the bottle of rum is empty. He puts in his pocket and leans back in his chair, stroking his beard thoughtfully.*
- Our history books mentioned only that they were present here. The only other information I had were that they both died here, slain either by forgotten beasts or by other horrible means. I can raise their spirits so you could speak with them, but the ward is blocking my powers over their bodies.
- *He seemed enraged by my offer*
- The ward is mine! If you want my assistance, you are going to have to follow certain rules. The first is this, Do not defile the graves of my family. Understand?"
- My disciples are ready to help you , until you don't endanger our society and goals.
- Good. Now, before we discuss my plans to help you, tell me, what do you know of the MechaTechno sect?
- The sect has appeared with last migrant wave. I haven't readen the report that disciples gave me yet, as our meeting was much more important than some notes.
- I see. I'll tell you this much now. They don't pose a threat to either of us. In fact, some of their plans happen to fit nicely into my own.
- *Suddenly I realise that there is a ghoul set free, to defile the grave of Drazoth's predecessors. I say*
- Do your ward on tombs work on ghouls?
- *He seemed surprised and worried at the same time, yet he tried to not express this*
- I put something in each tomb to protect it in a more physical manner. However, I don't think it will work on ghouls. I can help send a message to your people so they can stop it though.
- *He pulls out some paper and a pen and gives them to me.*
- Just write your message here and I will deal with delivery.
- *I take a pen and paper, and start writing inscriptions. ISTHAR AR'KHAT ENURR. The paper glows for a while with golden-red light. I read the inscription aloud and say*
- This incantation should stop any ghoul within this settlement from defiling graves, and force them to go back to our chambers. Is there anything you might need? Scrolls? Acids? Undead slaves? Portal keys?
- Not at the moment.
- *He sits back down in his chair.*
- Now let's discuss my idea to help your sect. Tell me, what do you know about hell?
- The hell?
- *I'm somehow unable to move. Black vortexes of energy appear in my sight. I'm falling down the endless pit, but land safely on the scorched ground. Then I see a flash. I'm holding a torch, and a book with title so ominous and horrifying that I can't recall it's name. I'm standing near a lever, and push it. Then I descend a staircase and enter the vast expanses of burning land. I see a magma sea above my head, yet it's not falling down. Then a flash of bright red light, and I'm back in Old Doomforests. Then I say*
- I was there before, yet I can't recall what happened there.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: SkaiaMechanic on February 25, 2015, 06:06:07 pm

Looking at the current DFMA, it's now obvious that my internal path into the farms of Old Doomforests is blocked due to the large cliff when someone dug out the farms to make trees. Basically everything in there is Forbidden, so build a ramp and the treasure is yours!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 25, 2015, 06:53:46 pm

Interesting fact, my antivirus decided out of the blue that removing half the files in my Doomforest install folder was a great idea. It refuses to restore them, and the save is currently unplayable. I could start from the very beginning with a fresh install and the save from last turn, but instead I think I'll just pass on my turn to the next person in line. I won't have time to play in the upcoming days, and it's better if this thread remains active.

Sorry about that.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on February 25, 2015, 07:01:29 pm

Aww, really sorry for you!! :'(Too bad though. But it's not your fault. So no problem dude! :)

EDIT: How did you *U.S.E* Smunstu? (who died? ;))

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 25, 2015, 07:12:05 pm

It kind of was. I usually close the antivirus before playing to avoid such a mess, but I forgot the PC had just restarted to install updates and that it was back on.

here is what happened during my deleted turn: We took stuff from doomforests, and dumped it in lava. that's it. I also used smunstu, an arrow stockpile, and a fortification dug into the vamp,s cell to murder him. Feel free to repeat the process in my name if you want.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Drazoth on February 25, 2015, 09:51:39 pm

[OOC] First off, I'd like to thank Dark One for his help writing this. This post will be mostly similar to his, but from 3's perspective, with some more added after where he stopped. Also, sorry to hear that you'll be skipping Taupe. your first turn was one of the fort's most epic moments.

[/OOC]

After some time waiting in the old hall, the doors on the opposite end open, and a shadowy figure enters. He closes the door behind him then turns to 3. His face is extremely pale, with an unnatural sheen, giving the appearance of corpse starting to decay. "I have come."

"Ah, I was wondering when you would arrive. You don't look well, then again you are a necromancer, so I guess looking like a corpse fits with the job."

"It's just the beginning of the transformational processes. I have brought something with me. Maybe it belonged to someone you know?"

He reaches into his cloak and pulls out a book, bound in leather, and tosses it onto the table near me. It lands open, pages covered in the family's runes. The runes emit a dull red glow.

"Ah, yes. I've been looking for that. When I arrived, I went to claim the property of my deceased predecessor. When I looked in the journal he left, most of the pages had been ripped out. I figured he had tried to destroy them to prevent your people from acquiring it. It seems he failed. Thanks for returning it though."

3 closes the book and put's away in his pocket. After that he takes another drink from his bottle, noticing that it was nearly empty. He then asks the Dark One about his group, and their goals here. Once he is satisfied, he decides to find out how well informed his guest is about his own goals.

"Tell me, what do you know of my family?"

At this point he puts the bottle away, making a mental note to refill it later.

"Our history books mentioned only that they were present here. The only other information I had were that they both died here, slain either by forgotten beasts or by other horrible means. I can raise their spirits so you could speak with them, but the ward is blocking my powers over their bodies."

At those last words 3 begins to tremble with rage. "The ward is mine! If you want my assistance, you are going to have to follow certain rules. The first is this, Do not defile the graves of my family. Understand?" At this Dark One drops the idea and says he is willing to serve, for now at least. 3 decides to further test his knowledge. "Good. Now, before we discuss my plans to help you, tell me, what do you know of the MechaTechno sect?"

"The sect has appeared with last migrant wave. I haven't read the report that disciples gave me yet, as our meeting was much more important than some notes."

Smiling to himself, 3 replies" I see. I'll tell you this much now. They don't pose a threat to either of us. In fact, some of their plans happen to fit nicely into my own." Comforted that the Dark One doesn't know to much about things he thinks for a moment about how best to proceed. He gives the Dark One an order about the Sect, to which he says he already intended to do it anyway. They then discuss the vampire cult briefly. At that point, a look of worry quickly crosses the Dark One's face and he asks, "Do your wards on tombs work on ghouls?"

Surprised by his sudden question, and concerned about it's implications, 3 says "I put something in each tomb to protect it in a more *physical* manner. However, I don't think it will work on ghouls. I can help send a message to your people so they can stop it though." 3 pulls out paper and a pen and hands them to the Dark One. "Just write your message and I will deal with delivery."

Dark One quickly writes some mystical words on the paper and says them aloud. He then offer 3 other mystical things, which 3 rejects. Sitting back down in his chair, he asks the Dark One "What do you know about hell?"

"The hell?" the Dark One says with surprise. He then gets that distant look people tend to get right before fainting. After a moment he recovers and says "I was there before, yet I can't recall what happened there."

"Most interesting. I take it you aren't speaking metaphorically." After containing his surprise at the Dark One's statement, 3 then tell the Dark One about the source of his family's magical power, and how hell relates to it. He then outlines an idea for harvesting energy from hell. After the Dark One has heard the idea, he offers some improvements and agrees to the plan. ""Good to see that you approve. I'll work on the design and send it to you for any changes that might need to be made. I think that between your person and myself we should be able to get the MechaTechno to assist in building it. However, nothing will get built if we do not have the political power needed to convince the rest of the fort to help provide the supplies and man power. While the current overseer is a good dwarf, I don't think it likely that we'll be able to convince him to help us. I'll try speaking to him just in case, but I think the soundest route would to make certain that his replacement is someone who will listen to us." 3 pauses and thinks for a moment. "Perhaps we will use one of your people, as they are most likely to be obedient. Any ideas?"

The Dark One thinks for a moment, then replies with "I have thought about it. That's what operation G.O.D was meant. I can spoil some details about it, but i think it won't be necessary. I have a disciple called Urist, he is the most loyal and hard working disciple I have.... even though he's still a lazy bastard!"

"That might work, though if you think him lazy than perhaps there is som<u>eone else we could use."</u>

After some more consideration, the Dark One replies, "There's also someone. Iamblichos! A spirit contained within body of ranger! It's the best candidate, as he has no free will, and we will have true power over him!"

"That sounds more useful. Very well then, I think we're done here, unless there's anything else you think we need to discuss."

The Dark One brings up a minor problem, however it is one that could grow more serious later. After they've made plans to deal with it, the Dark One leaves. 3 waits a moment after he is gone, then quickly gathers the tools he placed under the tables earlier. Once he finished picking them up, he then leaves the hall and returns to New DoomForests, headed toward the MechaTechno meeting place to bring TechnoXan up to speed on what was discussed.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 25, 2015, 11:33:34 pm

Quote from: maxcat61 on February 25, 2015, 09:36:35 am

I like making my statue gardens/slab rooms into pseudo bunkers. Usually, there is a dwarf on break in one of them, and if there is food/pick, then they can dig their way to other survivors. My first forts usually ended by flooding, so I have come to appreciate the bunkers.

As for Heretics: you are 100% correct, TechnoXan. Those that are holy will survive, and those that are not will be greasy spots on the floor. I suppose you could try the trial in 7/7 water, but that would be lame. After all, magma makes things better.

I like this inquisition thing that is starting to come into existence. Now that my character's wife and youger son have died and he has to be celibate forever, he may give himself to Armok, as a priest or some kind of inquisitor.

[IC]

An old dwarf, dressed in red stepped close to the magma lake, on the same plataform Skaia's tomb. He was holding a crundle by the leg. The poor thing had suffered a severe beating and it was kicking and screaming, trying to escape. But it was useless. The dwarf punched it in the face, making him pass out. He started praying.

"Let your blood save the soul of the righteous and purge the soul of the unholy. May your flesh become their tomb, and let it become our cradle. Let your breath become their fear and our salvation. May your name be claimed from every corner of the world.

Armok. God of blood. God of life. **PURGE THIS DEVIANT SOUL!**"

The crundle started to wake up as the dwarf lost his grip on it, letting it fall to the magma lake, screaming. His fear stopped instantly as he touched the molten stone that was Armok's blood.

"This foolish creature was not worth Armok's salvation! That's why he burnt and exploded! Unlike righteous dwarves, who get absorbed by Armok's blood to join him on his halls, the unholy and the unworthy will suffer His wrath! This is His word!"

The dwarf grabbed a sharp stone, Armok's flesh, and made a cut on his finger with it. Two drops of blood came from that wound and fell into the magma, mixing his blood woth Armok's blood, sealing his oath of eternal fate towards the God of Blood, forever denying the bloodsucking fiends, the demons and their hordes of goblinoid followers and wichever deity dared to stand aganist Armok and His followers.

As the drops of dwarf blood touched the lava, turning into steam, the dwarf covered his wounded finger with red cloth.*

"Amen."

Mate the 888th dropped the sharp rock into the magma and walked away, followed by Mate the 890th and his adopted son, the resident speardwarf, Mate the 892nd. He was now, with Armok as withness, a priest. And he would not betray his oath, even if that meant dying while trying to make every single heretic be absorbed by Armok's blood. No matter what the price was. He would not let them win. He would not let them become strong. Or stronger than what they alredy were.

For that is His will.

Amen!

OOC: As you may or may not have guessed, when my turn starts the fort will turn into a theocracy. Not a Vatican-style theocracy, a !!FUN!! theocracy.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on February 26, 2015, 07:52:27 am

I have fetched the file. This weekend will most likely be the earliest that madcap lunacy FUN can be had. Stay tuned... and what's that smell?

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Max™ on February 26, 2015, 11:14:41 am

YES, I FOUND IT, I WAS LOOKING ALMOST ALL NIGHT AND BY CHANCE I STUMBLED ACROSS IT IN THE MURDERMACHINES THREAD (http://www.bay12forums.com/smf/index.php?topic=121407.msg4146901#msg4146901) AFTER FOLLOWING A FUNNY TRAIL OF SIGS!

BEHOLD:



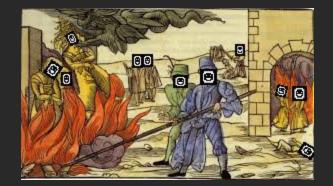
Edit: oh god what a page claim.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Drazoth on February 26, 2015, 11:32:35 am

I hope we don't get to many more sects/factions. I only have so much time for puppet-mastering and if there gets to be to many factions there may be some that I don't have power over.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Dark One on February 26, 2015, 12:17:35 pm

Doomforests: Inquisition



Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Max™ on February 26, 2015, 12:22:53 pm

Was gonna say, isn't the solution to having too many cults to simply kill the cultists in the wrong ones until they reach an acceptable number?

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Drazoth on February 26, 2015, 12:28:27 pm

No, the solution is to annihilate whichever ones I decide that I no longer need. We're still a good way away from that yet.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 26, 2015, 12:39:46 pm

Quote from: Drazoth on February 26, 2015, 12:28:27 pm

No, the solution is to annihilate whichever ones I decide that I no longer need. We're still a good way away from that yet.

You'll go down first!

Actually, I may never uncover you and even fall into your traps, but I'll throw many, mostly innocent, dwarves into the pit for !!PURGING!!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 26, 2015, 12:44:56 pm

The fort has like 50 dudes. At this point we have more cultists than we have actual dwarves.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Max™ on February 26, 2015, 01:06:23 pm

Quote from: Taupe on February 26, 2015, 12:44:56 pm

The fort has like 50 dudes. At this point we have more cultists than we have actual dwarves.

...made me cough up a pringle, well done.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on February 26, 2015, 01:55:09 pm

OOC: Can't wait for your report Iamblanchos! Cultists and Zealots do seem to outnumber normal Dwarfs at this point too.

The Journal of TechnoXan, Master Mecha Engineer

Entry Eleven:

I was contacted by another hopeful, just in time for trials. Both hopefuls made it in! The newest looks a little suspicious. It is probably just nerves of joining such an auspicious sect. I have tasked them with searching the caverns for more Crundle packs, steam geysers, or other areas of interest Three acolytes and Drazoth III, Mecha Engineer. The sect is becoming more powerful by the day. But so are its enemies. My investigations into the vampire cult have taken an unexpected and horrifying turn. Drazoth III has informed me that it is merely a front for a necromancer cult. Led by an appropriately named Dwarf, Dark One. Something must be done! The Politica-plan must be altered for this new and dangerous enemy. I am also hearing rumors of a Dwarven Inquisition. They better not target the Mechatechno sect thinking that we are a theocratic cult. It would not end well for those cursed zealots.

Entry Twelve:

The Politica-Plan is now in full swing. Zurek, my trusted head acolyte, and I snuck up on a known necro-acolyte in one of the upper mine shafts. We hit the over the head and brought him back to base. I used some, Crundle related techniques, to learn of their current meeting place. Astounding! I was unsure of what to do. But I decided that this heretical cult is too powerful and must be dealt with. I went to the meeting place personally. For the first sect attack on these heathens I planted two personally made Booze Bombs near the entrance, buried in the walls. The war has begun. The necromancers won't have anything left to reanimate of their comrades. It is almost the time for their meeting, we will all know from the loud boom and smell of delicious booze wafting from the deepest parts of the fortress. I eagerly await the results, I sent Zurek to scout the area. He will hopefully see firsthand the damage. In other news, some Mecha plans are actually in construction now! And to think the Mechatechno sect isn't even in power now. I will continue to work on plan A, B, subset B1, and E. All are paramount to fortress prosperity and security. The Mecha plans must be completed. The Mecha plans will be completed.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Dark One on February 26, 2015, 03:25:23 pm

[OOC] Just how many dorfs are in each cult? I have written in previous posts that I have 24 disciples - that makes 25 dorfs with me. Even more with the vampire cult. [/OOC]

Journal of Dark One

I thought about Drazoth's plans when going back from Old Doomforests. They seem very promising, and might aid me in my own plans. But I must still be cautious. The more dwarves know about my moves, the harder it is to keep my cover. Due to the transformational processes going on I had to hide myself within secure chambers carved in rock. Soon, when my transformation comes to end I'll have to hide even from disciples. Such is a price of undeath. When going through secret passages something caught my attention. Dwarves were praying to Armok, telling about purging the heretics. I must stop some of more risky actions for now. It seems that we have an inquisition in Doomforests. I snooped around for a while, to get more information about it.

When I was just about to enter our meeting chamber I heard deafening explosion. My vision turned black, and the last thing I could smell was booze. The last thing I could feel was strong tingling all over my body, yet I felt somehow... dismembered. Darkness slowly turned into vast expanses of blood. I was surrounded by vortexes of energy. The blood seemed to flow within me, and the a lighting struck me. I woke up on the floor, in the puddle of blood. The passage out of chamber was closed by a cave-in. There were body parts scattered all around. Disciples inside looked at me like they saw a ghost. Then they told me what happened.

As I was about to enter the chamber explosion killed me, leaving only puddle of blood and some shreds of cloth. There were other disciples going in too. Urist the manager, and the ghoul I transormated a few days ago. But one thing was so horrifying, that even I trembled with fear. Some body parts scattered around started to shudder, and move into the puddle of blood. The blood started to glow with eerie green glow and boil. Then it formed me anew. The most ominous thing is that I feel that it wasn't made by hands of my master, as if a higher power, maybe Armok himself brought me back to life. Urist is dead, ghoul too.

- THIS MEANS WAR!!!!

I yelled. I took the raven paw given me by my master, and mixed with remainings of soap brought back in PsychoAngels raising, and used the acid I prepared for meeting with Drazoth. I said an incantation aloud:

- TERORTIS DUNN NOKTIS

The object started to absorb even more light than before. Then I whisper to myself:

- Drowsy soldiers won't fight well.

And shout.

- RISE DREAM CRAWLERS! RISE FROM THE ASHES OF DREAM TRAVELLERS! FROM THE GREAT AER'KHIN I SUMMON YOU, TO SPAWN HUNDREDS OF THOUSANDS NIGHT TERRORS OVER DOOMFORESTS!!!!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 27, 2015, 12:30:42 am

[OOC]: Oh, for f*cks sake. I just enter the religious fanaticism game and people alredy starts summoning eldritch abominations.[OOC]

Mate the 888th, Kogsak (aka Mate the 892nd aka the badass speardwarf), Mate the 890th and three more dwarves walked into a very transited area of the fort. They were all dressed in red, wearing basalt amulets around their necks and with cat blood painting the shape of a hand in their faces (usually it would have been kobold or crundle blood, but they were avoiding the fort and staying in the deepest caverns for some reason).

The 6 dwarves stood in the middle of the hall and started talking:

"Brothers and sisters! Our fort has been cursed! It has been cursed for many years and it's because of our sins!

Necromantic cults practicing evil magic! Vampire worshippers and... Another one, I don't really know what they do apart for venturing into the deeps and scaring the crundles away, for they are irrelevant, but that doesn't make them less evil! If they worship another of those evil gods, demons, slab-writers or bloodsuckers, they are equally doomed! People of Doomforests! Don't succumb to this sinners! Don't doom yourselves into an eternity imprisioned on the vowels of the earth! Embrace Armok, God of Blood! For blood is Life, and that's what Armok will give to the faithful! We have angered our god away from us! Let's bring Him back to us, with the blood of the sinners and the heretics!

Blood for the Blood God! Nazush Nom Nasush!

Armok saràm!"

Many people of the listening crowd cheered and responded with the fanatic cry:

"Armok saràm!"

The fanatic group kept screaming religious chants. The inquisition had gone public. Dwarves followed it.

There were still people in the fort who praised Armok.

The souls of the dwarves of Doomforests could still be saved...

If the souls of the sinners were offered to their god.

[OOC:] Yes, that weird words I wrote are dwarvish. DF dwarvish. Here you have a dictionary: http://pastebin.com/QhSAEhQc (http://pastebin.com/QhSAEhQc) [OOC]

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on February 27, 2015, 01:14:57 pm

Quote from: Taupe on February 26, 2015, 12:44:56 pm

The fort has like 50 dudes. At this point we have more cultists than we have actual dwarves.

LOL I thought this a while back. I downloaded the file and verified that it would open. Screaming, I covered the bleeding sockets where my eyes had been looked at the numbers and discovered that we have 51 living dwarves and missing/deceased is 773. That sums up Doomforests if anything does.

First impressions:

This fort is beyond chaos; it has an eerie sort of almost-order that makes my brain hurt. The one level external walls that can be walked over... the multiple bridges built in odd places for undiscernable reasons... the caverns full of webs... the coffins. Dear sweet baby Armok in his magma-filled asbestos cradle, the dozens and dozens and scores of coffins.

There are so many ways in and out of this tangled rat warren I don't even know where to start. I hope all the entry points are sealed because I haven't got a hope in hell of finding them all. First order of business is going to be to start throwing things away... yes, giant stockpiles of whatever-the-hell, I'm looking at you. You have a collective date with a magma chute.

Second, I see dozens of bedrooms which are not in use, and everyone is sleeping in a giant dormitory. Well, except Taupe, but he nests in the first cavern layer wrapped in a blanket made from the tanned hide of Minister Smunstu, so I guess that's OK.

Congratulations to all - we have recreated Moria. All the FBs are showing up because of our ad "Underground warren in need of Balrog - please apply within."

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 27, 2015, 03:52:07 pm

What? Smuntsu is dead and tanned into a blanket?! Aaaaaaaaw maaaaan... I actually liked him more than half of the fort! And also... *I* don't have a bedroom worthy of an inquisitor!? WHAT?!

And another also, Iamblichos, could you rename my profession to "Head Inquisitor", please? If you do that and worship Armok He may even give you a new body that is not the disgustingly fat ranger your ghost took over after your real you died.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 27, 2015, 05:09:08 pm

I have an office in Old Doomforests, and I think Drokles of all people has a single bedroom in Astville. Last time I checked, Smunstu was alive and caged with his secretary and enforcer trolls. (our agriculture department)

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on February 27, 2015, 06:36:37 pm

The Journal of TechnoXan, Master Mecha Engineer

OOC: Noooooo, Smunstu! Hopefully he is alive. Oh and that thing Dark One did is unleash some dream monsters.

Entry Twelve:

BY ARMOK! That beast! It, it AAHHGRHA- (the next three paragraphs of this OCD-like clean journal are illegible.)-WRRGleMoRUDDdD The .. The Grunlaa, NO! Don't touch my precious Crundles! Or that plan for a magma tank! AAUGH!!-(What does this mean?)-GRUNLAA, ERRJaaaaaa. I-I must defend my, my. ARGH! Get out of my head! These accursed necromancers have done something. All I see is.....is this horrific monster killing me and my lovely Crundles and raising us up from the dead, OVER AND OVER AGAIN! I must protect the Mechatechno sect from these, the, GRUNLAA! I-I will arm the sect with my personal armory consisting of a Crossbow pistol, a war Crundle, (to go with them) a Booze Grenade, and a custom battle axe that at the folding of the axe blades forward and extending handle and it becomes a spear/halberd. We, I GuRGH, I-ehaaaAA! No, NOT AGAIN! GRUNLAA IS EVERYWHERE!!

Entry Thirteen:

I-I....I have managed to create a helm filled with a lining of soap. Somehow for reasons I can't explain yet, helps with the – those horrible dreams. I discovered it when hiding under a large slab of soap that was in my room. When I unsealed myself from the base I gave one to Zurek and I dropped one off at Drazoth III's apartment. Wherever he is I hope he is alive. Zurek injured himself in rage, a broken arm and lacerated chest. Also one of the acolytes has died from jumping into a magma vent while he was running from the dream monster in his head. I must retaliate. THIS WILL NOT STAND! I have gathered twelve of my precious war Crundles and armored them in iron. I have loosed the pack in the mines. They will work their way up to the fortress proper and have been trained to target robed pasty necromancers. After one hour of rampaging they will (hopefully) return to base via. the caverns. Hopefully they will pick their targets. Either way, the Mechatechno sect will prevail! Onward my pretties, fight!!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on February 27, 2015, 06:53:00 pm

... So. There seem to be some continuity issues.

At what point, may I ask, did my hunter dwarf die and I get re-dorfed as a bone carving male speardwarf? I go in expecting a fat female dwarf and instead:

He is blissful after sleeping in a very good bedroon. Within the last season, he was benyified after seeing a goblin die. He didn't feel anything after seeing a ewe die. He felt pleasure near a fine Table. He was groundy when caught in a snow storm. He felt satisfied at work, He didn't feel anything after seeing a billy goat die. He felt pleasure near a fine Bridge. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine Toor He felt felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine tastefully arranged Stab. He felt pleasure near a fine Toor He felt felt pleasure near a fine Toor He felt pleasure near a fine Toor

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Taupe on February 27, 2015, 07:10:12 pm

It's the same dwarf, really.

Ghost possession: not even once.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Drazoth on February 27, 2015, 08:54:03 pm

3 sits at his desk, reading the journal left by 2. Aside from obvious notes about what happened during his time here, there are notes about various spells here. The one he used to conceal messages in his engravings, one to move unseen (noted not to work well when the ones you are hiding from use magic, or depend on other senses than sight), various mental wards (saving him the need to write to mother for information about those) and one other. This last spell is far more complicated, and seems only partially developed. 3 decides to work on completing it later, turning back to his work on some schematics for the Sect.

After a while, he notices his rum bottle is empty, and decides he could use a break anyway. While on his way to the booze stockpile, he sees a group of dwarves wearing red gathered near a magma pit. Deciding that this was a good a time as any to test his brother's spell, he touches some runes on a small amulet, which is attached to some string wrapped around his forearm, and mutters the incantation. After he finishes, he looks at him self and sees that his body has turned transparent, and is tinged with the colour of the surrounding stone. He then proceeds to move towards the group. They the leader, whom he identifies as Mate the 888th, is spewing some nonsense about Armok. 'So, this is the Inquisition then.', he thinks to himself. After noting the identities of the others he leaves, dispelling his concealment once it is safe to do so.

After filling up the bottle and heading back to his chamber, he continues to work on the plans. After a while he hears a muffled noise, guessing it to be TechnoXan's planned attack on the necromancers. 'He better have done a good job of pinning it on the Inquisition, or else my plans will be seriously damaged.' Shortly after, he feels a strange surge of power, coming from deep with the fortress. Then, massive amounts of demonic energy flood his senses. "Shit, does that stupid corpse know what he's doing? It seems his decay has already reached his brain!" After ranting angrily for a while, he feels a strange presence in the room. Looking at thing, he realizes that this is one of the things that Dark One summoned. It did not seem to have a fixed shape, squirming and shifting into various shapes as he looked at it. 'So he doesn't know what he's doing then, just letting these things roam at random. The fort must be in chaos now. On the plus side, now I can work on completing 2's spell.' Looking directly at the thing, he makes a strange gesture, and the creature quivers in fear as it senses the infernal power with 3.

After some time, the spell has been finished, and 3 stands before the creature. He lifts his hands and preforms a simple, sharp gesture, eyes glowing as he does so. The creature dies instantly, is blood spilling on the floor. 3 dabs his finger in it, and uses it to draw some runes on a paper. 'While you took a good first step Dark One, you need to learn to focus your rage. Let me show you how a real master retaliates.' He touches the runes and speaks, quietly at first, but slowly getting louder, till he shouting. As he speaks, his eyes glow blood red, growing brighter as he grows louder until a distant observer would think it was fire coming from his eyes. Suddenly, he stops, and his eyes no longer glow. 'It is done. Now those thing will only attack the inquisition, not everyone in the damned fort.' He then takes out a paper, writes a quick message on it instructing the Dark One to meet him in the dining hall in Old DoomForests later that evening. He takes out a messenger and puts the letter in it, but does not release it. Instead he puts it in his pocket and leaves the room, activating the concealment spell as he does so.

Upon leaving he notices a helmet in front of his door, with a note on it from TechnoXan. 'So, he's found out about the special property of soap then.' He pick the helmet up and takes it with him, hurrying to the Sect's base. Before entering, he sends his messenger off on it's task and dispels the concealment. Putting on the helmet as he enters, he tells TechnoXan that they need to talk. [OOC] Wow, this place is going to hell quickly, and we haven't even dug into the adamantine yet. [/OOC]

Edit: Made this less of a wall of text, changed parts I felt would interfere with what's going on to much and fixed some spelling/grammar errors.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on February 27, 2015, 09:09:54 pm

End of Obsidian, 1059

"Iamblichos?" The old dwarf's face... Ezum, that was his name, Ezum Wheelscall... Ezum's face swam into focus. "Drat, is this working? Iamblichos, speak! *Gerzargra nemusht an, theithi dunu!*"

"Gr... Ezum?" His greyish face beamed immediately. I glanced around and recognized the tower room I found myself in... though I didn't remember being here before.

"Yes, my boy, you've caused us no end of troubles, indeed you have!" He didn't look particularly troubled. As my memory returned, I remembered the burning lines of fire around me, compelling me to do... I scrambled back away from him.

"You bound me! You made me... you..." My mouth stopped working at the memories that surfaced. I couldn't face... No. I hid my face, shivering. This room, the things I had done and seen in this room!

"Yes, yes, very sorry about all that, quite the error in judgement on our part. I apologize, and I also apologize on behalf of Tikes. We simply had no idea how strong you were! Keeping you bound was just too expensive in the long run." Sighing, he ran one hand over his beard. "It was all Tikes' idea, really. He thought you were like the other spirits. Dead is dead, he said, and we should know! Well, we didn't. Know that is." He made a sour face. "Not the most convenient time to find out we didn't fully understand, but when is it ever?"

"Who is Tikes? And why does everything go to shit every time I see you? What did I ever do to you, anyway, or any of your... your undead friends?" I was screaming, but couldn't help myself. "I don't even know how I managed to possess this body! If I had known I would be stuck in this mess I would have stayed dead!"

"That's quite enough." Ezum lost his avuncular manner completely; his body language transformed. Suddenly the powerful mage in him swam into focus, like a fish rising under the ice. Or a shark, I thought sourly. "I don't have all day to listen to this melodrama. You didn't stay dead. You are my descendant; more than you know, it turns out, or you wouldn't have been so damned resistant to the bindings that it took new blood every three days to hold you! Unfortunately, you got all the will and none of the brains, it seems. Stop whining and listen!" He sighed and shook his head. "Really, what passes for education these days is appalling. Tikes Sprinkledtrampled is my teacher, the High Master of Sanctumcoal, and one of my oldest friends. Sanctumcoal is of course, as you are clearly aware, a tower for the study of Life and Death. A university, if you will. We study the mysteries of the universe there, not least among them how to maintain independence from these wretched meddling so-called gods."

"So, why me? And why am I free now when you had me bound before?" More memories came back. "Tikes is the... human?"

"Really my boy, do you listen to anything that is said to you? Do your ears even work, other than as beard ornaments? I told you not five minutes ago - your will was too strong. The bindings we were using cost far too much to maintain in the long term. We have decided to reach... other arrangements."

As usual when dealing with Ezum, I felt things spiraling completely out of my control and understanding. "What sort of arrangements?"

"We still need Doomforests. It's a wonderful place, its energy is excellent, its supply of dead is second to none, and it will irritate Gogol beyond reasonable measure for us to occupy it." At the thought, the old dwarf grinned wickedly. "We have decided that you will get a chance to run things. The stick didn't work, let's try the carrot.'

"Run... Doomforests? Isn't there a vampire cult, and...?"

"Oh yes, it's wonderful. Cults upon cults, more beasts, more dead things! Really, if I didn't have so many responsibilities here I would do it myself! It will be like the old days! If you succeed, then you will be permitted to audition for a spot here. Think how much magic we can teach you... really, it's so much better than those foolish little pamphlets you've been fiddling with; this is the real stuff, brandy to your weak beer. What do you say?"

"I..." What I wanted to say was 'absolutely not'. Very much, I wanted to say that. But even I know when to shut up sometimes. My existence would be measurable in seconds if I turned down this offer; that was quite clear. I was inside a necromantic fortress on the other side of the continent from my home. Doomforests was a long, long walk from here. "I... am overwhelmed, honestly. That's a generous offer."

"Oh anything for a descendant of mine, my boy, anything at all! Be proud to have you!" As I had seen before, his face smiled and his eyes most emphatically did not. He was watching me carefully, gauging my reactions. "So, you will take the job?"

"I will try, g- grandfather. Tell me what you need." I prayed I didn't regret this.

"Excellent! Most excellent! Just a few simple things..." he replied. This should prove interesting.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: Iamblichos on February 27, 2015, 09:30:08 pm

No sooner had I assumed the command of this place, than a messenger informed me that Frankensteen had been observed muttering to himself in the crafting halls. Sure enough, word came quickly:

Frankensteen' Rodembim has claimed a Craftsdwarf's Workshop.

Before he could grab the first item, another runner came screaming down the hall shouting that they had found a dead baby!

Domas Urdimroldeth, Dwarven Child has been found dead, dehydrated.

I almost felt sorry for the little bugger... but hey, this is what grandfather wanted to see I felt quite sure.

Speaking of children, I noticed one toddler heading at high speed towards a door set in the wall of the forges. Following at a discrete distance, I trailed him. He seemed to know exactly where he was going. Along a ledge we went, open on the left to the bubbling magma. At the end of the ledge, rough stairs led up into darkness. I wondered if this was some secret meeting area, but when I arrived at the top I saw him standing and crying at a monument slab, set in front of a simple stone coffin. When I asked around, I realized this was SkajaMechanic's son, come to mourn at Skaja's final resting place. Realizing this was a private moment, i withdrew



Within a few days, Frankensteen's masterwork... so called... was complete. He emerged from the workshop, bragging of his new slate amulet, "Touchbolt the Toe of Angels".

This is a slate amulet. All craftsdwarfship is of the highest quality. It is encrusted with round slate cabochons and encircled with bands of eagle leather. On the item is an image of two finger lime trees in cat leather

The appraisers said it was barely worth classifying as an artifact. I have assigned him to smooth the walls of the latrines for wasting Doomforests resources. Construction has also begun on grandfather's playroom.

The elven merchants came and went, and Skaia II informed me that he bargained not only for fruits and berries, but purchased a grizzly bear and camel as well. I'm sure the cooks will be pleased.

I have instituted a purge of the useless garbage that litters every surface in this place. All the worn clothing, worthless rough stone and piles of garbage are being sorted through and the worst of it is being disposed of. The halls are looking cleaner, but most importantly, the playroom is coming along nicely. Soon the engravers will come.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: SkaiaMechanic on February 27, 2015, 10:11:33 pm

Quote from: Iamblichos on February 27, 2015, 01:14:57 pm

Congratulations to all - we have recreated Moria. All the FBs are showing up because of our ad "Underground warren in need of Balrog - please apply within."

Pay attention, our current winged resident of flame and shadow makes his appearance now and then in the first cavern layer, destruction in its wake. However, due to being made out of fire it's gotten fairly beat up and lost at least one wing. Hurry if you want the glory of defeating it!

I use Moria as a base for creating fortresses. Who DOESN'T want a giant 5z-level hall filled with nothing but large pillars? I know I do! I even added the dangerous staircase over magma!

Also, it's amazing how many go out of the way to visit my tomb, while they rarely check in at all at the other memorial halls or statue gardens.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 27, 2015, 11:32:06 pm

Quote from: SkaiaMechanic on February 27, 2015, 10:11:33 pm

Quote from: Iamblichos on February 27, 2015, 01:14:57 pm

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Also, it's amazing how many go out of the way to visit my tomb, while they rarely check in at all at the other memorial halls or statue gardens.

Architects go there to see how to NOT build a safe tomb for both the owner of it and the workers building it.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Dark One on February 28, 2015, 04:07:08 am

Journal of Dark One

Dream crawlers... I sensed a massive turning in energies. Whomever targeted thair next target, know that I spawned hundreds of thousands of them. One dream crawler is horrifying on its own.... one mind swarmed by thousands of dream crawlers... Maybe someone knows who started the war? I shake the raven rod, and hear the mutterings of demons. They repeat *Mate.... Inquisition... Grunlaaa!* Now I know who started the war! I'll strike the inquisition with all my wrath! Should I know earlier who attacked me, I wouldn't order demons to crawl in the whole fort! I grab a paper, cut my hand with carving knife and write. Then I raise a body part left from Urist's body, and set it to deliver the message.

Spoiler (click to show/hide)



I take the raven rod and mutter:

- OSHOS SPENKTROS UNTHARASHOI!!!

The earth starts to trumble, and poisonous vines start to grow on the walls. I feel a blow of warm wind. Dread ravens were spawned! I quickly order them to attack inquisition, saying:

- GRO CRUNATUS EXTREVT!

I order disciples to bring the bodies.... I don't have time for this! I translocate all bodies scattered in the fort (except Drazoth's predecessors) and they appear in my chamber. Then I mutter:

- PRONUX MANARE SHAY

The corpses start to shudder and move. I use the raven rod to translocate them to The Great Beyond, where they'll wait for the next order, when I'll summon them back. A few of them weren't raised. I plan to use them in different way. I order disciples to bring me the great axe blades and breastplates. I take a raven rod, and start to work furiously. I changed the hands of the corpses to axe blades, and reinforced their ribcage with metal plates. In the end, I used the carving knife to cut a power word on their skin, and raise them. I order disciples to patrol duty, planning to go myself. Each patrol group have one of these murder machines. I also equiped my disciples with carving knives, scrolls of torment and acid flasks. Now Mate will know why he fears the night! I go... to Inquisition hunt!

When I was going to exit the chamber, a bone messanger appeared. I won't go to my patrol, there are more important things to do!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on February 28, 2015, 08:04:37 am

My orders were clear. Old Doomforests has been restored to its rightful glory. The way is open, and once again we walk the halls we fought and bled for.

Bodies... bodies strewn everywhere. Piles and mountains of bones and corpses, trolls and dwarves and goblins and elves... All we are missing is a tower, and a book. The plan begins to grow clearer.

Summer is come.

(OOC: Not much else has happened of any importance. The liaison refuses to leave until he can meet with the vampire mayor. The mayor has been walled up in a room. I am not sure whether or not to let him out to conduct his meeting, or what. This could get ugly. Roomcarnage, call your office.

Also:

```
n: Customize Nickname, 'Mate the 888th'
p: Customize Profession Name, 'Chief Inquisitor'
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Mostly dwarves have spent the past three months frantically hauling. This place looks like a bomb went off in a meeting of Dwarven Hoarders Anonymous. What the hell is wrong with you people?!)

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on February 28, 2015, 02:06:24 pm

Overseer's Records - Summer, 1060

I feared my ancestor's curses. I have learned to fear his blessings.

Since I died, I have been focused on my goals to the exclusion of much else. Perhaps this is the strong will Ezum spoke of... I do not know. First I sought power; then I sought knowledge; then peace of mind; then freedom from fear. Sometimes it seems all my life has been seeking. What I had not done, until now, is paid much attention to my surroundings. Doomforests is... broken. There is something here which is tragic. And not tragic in a great way, all blood and thunder and declaiming speeches while fighting dragons, but tragic in a lesser way... senseless death, pointless death, a death of carelessness, like the ignored scratch that festers and kills. The word that best fits is SENILE. Perhaps I cannot cure it... perhaps I can do nothing but watch while the slide into the abyss continues. But I have determined to try.

My mission was simple. Bring more living; prepare the dead. Previous overseers have left the place a blasted ruin. Words cannot express the all-encompassing devastation which prevailed in the upper halls. I wandered, stunned, through the places I had thought I knew. The walls dripped with moisture. Fungus ran rampant down the unpolished stone. The stench of rot and mildew was overwhelming. The skittering of vermin was everywhere. Every corner I turned revealed more wealth thrown carelessly in heaps, unsorted, unloved. Statues and barrels, tables and clothes, stone blocks and buckets and medical equipment lay thrown in all directions, like a giant careless hand had flung the whole lot down in disgust. A thick layer of dust lay over everything. Huge hallways, thirty feet abreast, led nowhere. Corpses filled the back part of the fortress, the front part, the area before the gates... dozens and dozens of corpses. Elves and humans, goblins and trolls, fallen dwarves... all dusty, all rotted, all bones. Only a few years ago, I would have fled in horror. I would have been unable to bear the weight of all that mortality, the sense of approaching death. Now, I know better. Now I see the time in those bones for what it is: WASTE. Appalling, senseless waste. I told the few dispirited survivors here: gather this filth up and take it to the place I have prepared for it. Grandfather showed me what to do.

The cultists are among these dwarves, watching, skulking. I see them. They think themselves hidden, as if anything could hide here among this feeble pack of hardscrabble survivors. They have found a new vampire somewhere, and once again elected him mayor; probably Osp, come round again for another try. I will have to deal with that. Dark One is the worst... he thinks I do not see him watching me. He thinks I don't know. Soon we will see who knows. He tries to control things with his dream spirits, Ezum tells me. Foolish dwarf. The dead don't dream. I see you.

**

Hematite, 1060

As summer began, a mason began to show signs of an approaching masterwork. I recognized the signs. We spoke over dinner; I made seemingly random small talk, dropping hints and whispers. The next morning:

Sigun Onshendishmab, Mason is taken by a fey mood!

We shall see if my hints were successful. Now for the bloodsucking mayor.

Kosoth Unallolor, Engraver has been elected mayor.

Well, that was easy. The worst part about it is that the new vampire, though walled up in a hole, had completed the paperwork with the capital; the liaison waited for almost half a year to meet with him. My efforts came too late:

A diplomat has left unhappy.

This is why we can't have nice things here. I hope the consequences won't prove too dire. I have corpses to render.

Later: My efforts were successful beyond my wildest dreams! The mason produced a true masterwork... exactly what was needed. Ezum will be pleased. Not only was the altar completed, now the revival chamber is done as well. The Gulf of Severity indeed! Soon we shall see some good times here, it and I.

Sigun Onshendishmab, Mason has created Thabum Borlon, a slate coffin!

Press Enter to close window

Spoiler (click to show/hide)

FPS: 100 (50)
Thabum Borlon, "The Gulf of Severity", a slate coffin

This is a slate coffin. All craftsdwarfship is of the highest quality. It is decorated with ginkgo wood and encircled with bands of groundhog bone. This object is adorned with hanging rings of slate and emerald and menaces with spikes of oak.

On the item is an inage of dwarves in giant great horned owl bone. The dwarves are laboring. The artwork relates to the foundation of Doomforests by The Hall of Mortality of The Town of Stroking in the early spring of 1050.

On the item is an inage of dereseptings the Wilted Controls the slate bed in picture jasper.

On the item is an inage of a fondo plant in shortfin make shark leather.

In the meanwhile, Skaia produced a masterwork commemorating one of the first elections in Doomforests:

FPS: 100 (50)

Roldethshusug, "The Anguished Corruption"

Engraved on the wall is a masterfully designed image of Moldath Whippedpractice the dwarf and dwarves by 'SkaiaMechanic II'

Gutidlorbam. Moldath Whippedpractice is surrounded by the dwarves. The artwork relates to the election of the dwarf Moldath

Whippedpractice to the position of mayor of The Hall of Mortality in the early spring of 1052.

Anguished corruption. An apt name. I think he is trying to say that he knew what was coming all along.

In the middle of the party in celebration of Skaia's masterwork, word came down that the tallboys were here.

A human caravan from Mong Desa has arrived.

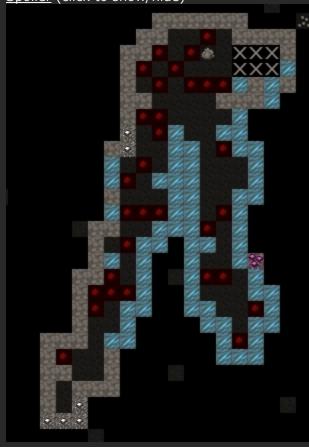
Skaia was so drunk he could barely stand, but despite that managed to get us some lovely flour, cheese and other useful edibles in exchange for ragged old clothes. Clearly Ezum is not the only magician in this place... I will never know how the traders do that. Guild secret, I suspect.

Malachite, 1060

Busy, busy dwarves. The chamber is almost complete. Progress is being made on sorting the vast piles of detritus in the deep halls; I have begun marking some of the main fortress for reclamation.

The smiths in the foundry warn me that we are running dangerously low on iron ore. Easily fixed, since hematite is everywhere here. After some initial surveys and divinations, I determine where a proper vein is and order it mined out:

Spoiler (click to show/hide)



That should last us for a bit. While the miners were gathering their equipment I was told that one of the hunters... what? He what?

Lòr Tabaruzol, Ranger cancels Hunt: Interrupted by Elk.

I ordered him whipped. That should prove instructive both to the hunters who make ridiculous excuses, and to those who carry tales about such foolishness. All day, I get runners informing me of the most pointless information... who cares about the giant bat?

Giant Bat has reverted to a wild state!

It's in a cage, isn't it? Would you like to be in the cage with it? No? Then shut up about the bloody thing! The animal trainers are busy carrying useful items, unlike some dwarves who prefer to carry only tales and gossip! Be off with you, and I'd better see something heavy in your hands the next time my eyes fall on you, or it's the hammer for you!

One runner brought some excellent news: MaxCat is a proud new mother, having given birth on the 23rd.

'Maxcat61 II' Avalkulet, SuperMinion has given birth to a girl.
'Maxcat61 II' Avalkulet, SuperMinion cancels Construct Building: Seeking

When I received word of that, I was standing in the main hall of old Doomforests, supervising the removal of a microcline block stockpile. Shouting echoed down the tunnels from the north; I thought we were under attack for a moment, but then the words were repeated closer "Migrants to the north!" At last! More sacr inhabitants! We gained 6 more sets of hands:



No useful skills to speak of, but more haulers are welcome with the task I've set myself. The old dining hall has been cleared of rubble and items and cleaned.

Galena, 1060

I see that some of the previous overseers had a rather dark sense of humor. I ordered the excess stone cleared from an area, and everyone began carrying the rocks this way and that like ants. I saw them throwing stones into the magma from the bridge; a pleasant sight. When I wandered closer and looked over the edge, however, I saw other dwarves far down the cliff face, throwing stones at random from a precarious walkway as magma flames and mist boiled up around them. What the...?

"Stop, you idiots!" I shouted. "What sort of thrice damned fool would stand on a little lip of rock right over the magma and throw a heavy boulder in it? Are you all mental?" A lot of sullen looks and mumbled answers later, I determined that a previous overseer had thought it would be "faster to get closer to the lava". Noone is confessing to giving that order or remembering who did it. I have my suspicions but regardless, I instructed everyone in no uncertain terms what would happen to the next dwarf I saw out on that damned ledge.

Later I always find out too late. Apparently I didn't stop the haulers in time. The last census revealed a sad absence:

Fikod Kithinbesmar, Mason has been missing for a week.

I have known Fikod since he got here last year. Despite being thick as two planks, he wanted to be a good mason. I ordered a memorial carved for him and put up on that stupid lip of rock that killed him; if I find out who designated that catwalk as a dump zone I will have them killed on the monument to consecrate it.

Work on grandfather's project is coming along well. The area is prepared; emeralds were found in the making, which made me laugh; I

used the largest flawless one as a focus for old times' sake. I have processed almost a third of the dead of old Doomforests; the emerald glows already. Soon.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: maxcat61 on February 28, 2015, 02:16:16 pm

Quote from: Iamblichos on February 28, 2015, 02:06:24 pm

Overseer's Records - Summer, 1060

Galena, 1060

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... Would you feel better if I told you that I put a dump zone there to get rid of rotting fish? We were having a maisma problem for a while.

BTW, remember to expand the refuse room. It is a little small.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: Iamblichos on February 28, 2015, 02:53:22 pm

Quote from: maxcat61 on February 28, 2015, 02:16:16 pm

... Would you feel better if I told you that I put a dump zone there to get rid of rotting fish? We were having a maisma problem for a while. BTW, remember to expand the refuse room. It is a little small.

LOL... no worries, didn't mean to call you out.

Congratulations on the new arrival!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 28, 2015, 06:32:23 pm

Journal of Mate the 888th, Chief Inquisitor of Doomforests

A... Hand just crawled to me, carrying a note. It was a rotten, green hand from some dead dwarf. The content of the note was not calming at all.

"You'll pay in blood, Inquisitor"

I don't know what I did, but if this necromancers want to stand aganist the might of Armok, God of Blood, then so be it. If they want a war, they shall have one.

"Likot, throw that hand into the magma so it doesn't come back to rip our faces off."

Likot grabbed the hand and left, disgust in her face.

"Kogan, you see that disgusting brown trail of blood that the hand left?"

"Y-yes?"

"Good, follow it *silently*. This necromancers may have been stupid enough to send a rotten, bleeding and pus-squirting hand at us, but that doesn't mean that they'll be guarding the entrance to their pagan temple"

Kogan left, he was a swift and sneaky dwarf, he would most probably be fine.

Then, I called Mothram into my office.

"Yes, sir?"

"Have you found any information of possible cultists?"

"Not much, Inquisitor, but I think I know of one who has a high rank in the necromancer sect. Dark One."

"Hm, the guy who married a vampire. I always knew he was up to something. If the vampire lover is with the necromancers, then they must be affiliated with the vampire cultists."

"Most probably. Also, even though we still don't know much about the crundle hunters, we have rumors of another known dwarf being part of a cult, even if we don't know wich"

"Who?"

"Drazoth III"

"My cousin?" [OOC: Mate the 888th was a cousin of Drazoth I, so, yeah, he would be also releted to all the other Drazoths[OOC]

"Apparently. But we don't know if it's true. We've only heard rumors."

"Keep an eye onto him. We have to be more cautious with Dark One, though. He is a dangerous dwarf and we must be cautious about him"

The following lines are illegible, like if ink had covered all of the page

WHAT THE HELL IS THAT?!*illegible* MONSTERS! *covered in a strange blue substance, now dry*.

Oh, Armok almighty. I need to write to calm myself. Allright. After finishing talking with Mothram, we heard a scary noise. Like the cry of a crow, but somehow... Off. Like if something else was controlling it. Then that MASSIVE FUCKING BIRD (actually the size of a big kobold, but that's still huge for a raven) came out of FUCKING nowhere and TORE MOTHRAM'S RIGH EYE OFF HIS FUCKING SOCKET! I kicked the thing in the face, and then three more of those things appeared!

Luckily the first one let Mothram's unconcious body when I kicked it, but Mate the 890th, my terrified son attracted the other demonbirds! I had one bird trying to eat me and three birds trying to eat my son! Thankfully, Likot, Kogsak (aka Mate the 892nd, the emergency heir) and Kulet, another priest, came quickly when they heard the screaming and helped.

Mate the 892nd stabbed one of the birds in the throat with his spear, the bird disappeared covering the spear in some blue blood thing. The bird coming towards me scratched my right leg, hurting it badly, I grabbed its head and smashed it into my table, smearing my diary with his blue muck, then I rushed to my hammer and struck it in the chest when it started flying, sending it backwards before disappearing

The other bird's beak was kicked in by Kogsak, effectively dying, and the other had its wings cut off by Likot and Kulet. It disappeared, as the other crows, but the severed wings remained where they were.

"Likot, Kulet, go outside and hang then wings in a pole in the middle of the hallway. Use their blood to write a note saying 'You can't kill the inquisitors.' And for Armok's sake go do something with Mothram's eye! It's... Why are you looking at me like that?
"Your leg..."

Then everything turned black. I woke up in the hospital, 2 hours later. Kogan was still out following the trail of ugly rotten fluids that came out of the zombie hand, or he was dead. I had thirty stiches in my leg. 15 in the skin and 15 in the muscle.

When I got back to the headquarters of the Inquisition, I talked to Mate the 892nd/Kogsak.

"This is the first attack we recieve, Kogsak. Even though we wanted to stay out of the sect war, waiting until both cults destroyed one another, we have been attacked, with no reason at all, by some demon birds sent by the necromancers."

"They are afraid of us. They can't allow Armok worshippers like us to gain strenght, as they know we would destroy them."

"You may be right, Kogsak, but until then, we are fairly weak. I'm afraid we can't fight the pagans alone."

"But who will help us? The vampire cultists are surely allied with the necromancers, and we know virtually nothing about the Crundle Hunters!"

"We know one thing, and that they don't seem to worship any demons or strange gods. And to what rumors say, they are not in good therms with the necromancers. If we can contact them we may gain an ally"
"But how?"

"Easy, we sent one of our guys to the cavern entrance, to wait for one of the hunters to go out. When he sees one, he will follow him at a safe distance, so that neither the hunter nor the crundle detect him. Then, he will tail the hunter back to his base once he has finished hunting. When he reaches their base, he will try to sneak in and talk with some authority figure, to give him our proposition. It's risky but it may work."

"And who may go follow that hunter? We still have to wait for Kogan to return alive and safe."

"Oh, my beloved adoptive son, it will be you."

"ME?!"

"It sounds weird but hear me out. If I sent some dispensable dwarf, like Likot or Kulet, they would surely belive that I sent him to spy. But if I sent someone dear to me, like you, they will know that I send you hoping that no harms comes upon you, hoping to speak as a reasonable dwarf."

"It sounds like a plan."

"Then go."

"Wha-- Like, now?"

"Yes, we don't know when do the hunters venture into the caves to hunt, so if you stay near the entrance more time, the most likely they'll be to show up when you are watching. Still, carry a small weapon, like a dagger or something hard to detect, since we can't be sure that they won't be hostile."

"As you wish.'

Then, he went to the entrance of the caves, and I stood waiting for Kogan to return. Hoping that he would be sneaky enough to not be detected by the necromancers or any of their creatures.

Oh, and Old Doomforests has been reclaimed. I'll tell all of my followers and every person in the fort who follows Armok to be cautious up there.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: SkaiaMechanic on February 28, 2015, 06:46:58 pm

Quote from: Iamblichos on February 28, 2015, 02:53:22 pm

Quote from: maxcat61 on February 28, 2015, 02:16:16 pm

... Would you feel better if I told you that I put a dump zone there to get rid of rotting fish? We were having a maisma problem for a while.

BTW, remember to expand the refuse room. It is a little small.

Congratulations on the new arrival!

LOL... no worries, didn't mean to call you out.

No no, there should have been 4 dump zones into the lava. Maxcat did two of them, including the bridge, I did the other two, which is on the path to my tomb (since I carved that out) and close to the Military Training Room. I linked up a faster path by building a floor there. I also re-activated the old dumping zone in Astville as well, since it didn't make sense to dump things from there up all those stairs when it's bordering another lava pit. But yeah, I think it was my fault for the two deaths into the lava. I didn't know they could get burned like that! I just figured an engraver dodged out of the way of another dwarf and fell in accidentally, since she was a legendary engraver and was working on that path anyways. I thought I was just making it easier to dump stuff. Whoops!

Speaking of Astville, you might want to improve the staircase down there, due to my accidentally ordering each floor dug out but without the staircases. Otherwise, the space does lessen any traffic a bit, and you should have enough on your plate simply cleaning the place up, especially since you took on the challenge of cleaning Old Doomforests. There was a reason so many people dreaded opening up the path. Salmeuk talked about a dump shaft from Old DF to New DF to make it easier to move items, but I didn't see it anywhere obvious.

And ANOTHER artifact coffin! Where do these dwarves keep getting their inspiration from?

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on February 28, 2015, 08:57:54 pm

Kogan, the priest of Armok, kept following the trail of rotten blood that the zombie hand had left. It went all the way to the recently reclaimed Old Doomforests.

He went silenlty as a shadow throught the dark corridors and abandoned hallways, until he found a relatively new door. He looked at it from a distance before he saw a dwarf come out of it. It was Urist. He knew him. But he looked... Off. Like he was walking while asleep. And he had a hand missing.

Urist looked at his direction and opened his mouth but he didn't speak. He just gave a loud moan before shambling at him. Kogan ran away before the rest of the cultists got out of the room they were in. He hoped nobody went to chase him, but it was a long way to the main fort.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Pencil_Art on February 28, 2015, 09:27:30 pm

Can I be dorfed as any male dwarf?

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on March 01, 2015, 10:42:29 am

But of course!

Seeing your name, I found an unclaimed master engraver... who ended up being the mayor :)

Spoiler (click to show/hide)

"It's my mess."

Within the last season, she felt satisfied at work, She was proud to have a mandate deadline net. She felt empathy while being yelled at by an unhappy citizen, She felt empathy while being cried on by an unhappy citizen, She was herrified after seeing a goblin die. She was herrified after seeing a feet seeing a feet seeing a goblin die. She was herrified after seeing a feet seeing a goblin die. She was herrified after seeing a feet seeing a goblin die. She was herrified after seeing a feet seeing a goblin die. She was herrified after seeing a feet seeing a goblin die. She was herrified after seeing a goblin die. She was herrif

Welcome to our asylum.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on March 01, 2015, 02:21:02 pm

Overseer's Records - Autumn, 1060

Limestone

To continue the tradition of anyone important in Doomforests suddenly developing mental aberrations, my puppet mayor has announced that she will henceforth be known as "Pencil_Art". Crude jokes abound in the mead hall, but I leave such things to others.

Within days of the new season, an announcement comes from the watchtowers... and is just as quickly withdrawn.

A vile force of darkness has arrived! Siege was broken. Well, make up your minds, idiots... are we under attack, or aren't we?

Yes, it seems we are.

```
A vile force of darkness has arrived!

Press Enter to close window
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First reports are of an army of goblins, perhaps three legions, and at least one legion of troll auxiliaries. Second reports say that many of them seem to have left. By the time the Kinetic Swans got suited up and got outside, it was determined that the so-called "siege" consisted of two (2) elderly goblins, one with a bow and one with a whip. The one with the whip only had one tooth left, and helpfully extended her neck when the swing came. Even for this place, it was a bit... ridiculous. In a pouch around her neck, I found a barely-legible note purporting to be from the local goblin chieftain, stating:

"YouR pLaCE BAd. YoU gOT SmUnSTu - KeeP SmUnSTu SEnD OnLI fEWw"

After pondering this cryptic message for a bit (and consulting with Ezum) we were able to determine that dear old Taupe's "minister Smunstu" is actually the next in line for the throne of the local chieftancy. Because of his current predicament, caged in a dwarven city, he is both unable to assert his right to rule and also thought of as sort of a laughingstock in the goblin camps. His uncle, much more politically savvy, has assumed the throne and has less than no interest in his beloved nephew being freed. As long as Smunstu is alive, and the uncle is on the throne, we should be safe from the local goblin tribes and will receive only token sieges. Once again, Taupe has proven wiser than any of us suspected.

The siege being broken, three days afterwards the caravan hove into view. This time the liaison was able to meet directly with Pencil_Art, both passing on the latest gossip

Spoiler (click to show/hide)

The latest news from Tongspure is that many years ago a group from The Town of Stroking left to reclaim the ruins. Months ago Momuz Fountainrooms became mayor of The Elder Channels, replacing Bim Coppersense.

and the price structure for next year's negotiations:

Spoiler (click to show/hide)

Good	Price	Priority
short swords ash cloth ammunition rings backpacks plants quivers amulets fish leather waterskins	157% 139% 137% 207% 210% 131% 207% 206% 127% 210% 132%	-10!- -10!- -10!- 10 10 10! 10 10! 10!

Skaia traded for a great deal of cheese (why is it always cheese?) and some other items, but we gave the traders bins and bins of useless crap fine dwarven crafts we had recovered from the upper halls. In exchange for this tremendous act of passive aggression generosity, we received something even more useless phenomenal in return... Doomforests is now a royal Duchy of the Town of Stroking! Best of all, we are an absentee duchy, having no Duke on-site, so our tax revenues go to pay someone we've never seen a fortune for their own consumption! Truly a pointless travesty glorious day!

While the traders were here, a ragtag assortment of dwarves came out of the woods, following the wheel ruts. We have added another 9 dwarves to our population... When I took over as overseer, we had 51 inhabitants; now we are 80. Doomforests is growing again.

Sandstone

Dark One's spirits swarm the halls at night. Poor Drazoth went out to get a drink of water and:

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'Drazoth III' Kolfikod, Bone Carver has been possessed!
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After gathering many, many items he finally withdrew into the workshop. Within a few days, he was finished:

```
`Drazoth III' Kolfikod, Bone Carver has created Zugobthilseg, a echidna bone weapon rack!

Press Enter to close window
```

Spoiler (click to show/hide)

```
This is a echidna bone weapon rack. All craftsdwarfship is of the highest quality. It is decorated with echidna bone and encircled with bands of single cut black zircons, fire clay and square cut clear zircons. This object is adorned with hanging rings of sard and sheep wool and menaces with spikes of cave spider silk. On the item is an image of a vulture in iron.
```

Unless this item has some unknown curse, it will prove quite useful. Artifacts are always good for public places, and this is worth over 74000 Urists... truly a masterpiece.

Later Of course, I should have known. Drazoth's wretched weapon rack must have contained a beacon of sorts. As soon as it was placed in the dining hall for others to admire, screaming came from below. The watchers in the caverns reported a giant stone colossus, wreathed in shimmering light.

```
The Forgotten Beast Cáccast Sewatquothest has come! A huge quadruped composed of yellow spessartine. It has a pair of squat antennae and it has a bloated body. Beware its deadly spittle!

Press Enter to close window—
```

As it slaughtered the crundles in the caverns one by one, I dispatched runners to ensure that all entrances to the caverns were sealed. With this creature roaming the caves... we may never venture out again. Spessartine is an ill-omened stone. Valuable, yet poisonous to the owner eventually. This is a message; it remains to be decoded.

Timber

The upper halls are clear. Hundreds of items have been cleared away into storage. Cages have been stockpiled; I have no idea who ordered hundreds of buckets, but they are in their own stockpile as well. I have reclaimed the upper dining hall, and ordered more tables set in it. The upper farms are likewise clear, and I am consulting with the farmers to see what crops are best suited to grow there. I have ordered doors and walls to be built to section the keep into more manageable segments. The progress is astonishing. When the Mountainhomes hear how much has been done here, more dwarves will come. Many more. The plan is working.

In code below ** All of the bodies have been removed from upper and lower Doomforests. All have been processed and consumed. The

emerald glows with a brilliant light; the green glow would be visible for miles if it were on the surface. The sacrifices tremble; they know their time approaches. Ezum is pleased. The time draws nigh.**

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: TechnoXan on March 01, 2015, 02:48:06 pm

Journal of TechnoXan, the Master Mecha Engineer

OOC: The battles are from the Crundles point of view. And The Mechanimal plan language is only rudimentary. And Thanks to Dark One for his amazing help in writing the fight scene and to Drazoth for writing his quotes. :) Oh and dang! This was late!

Entry fourteen:

My research on the Mechanimal plan is complete! Mecha plan B is still being worked on as well And work in the forge is a good break from the war. Zurek is recovering thanks to my therapeutic appliance of magma packs. Also two more hopefuls passed the trials. One didn't. four acolytes now, amazing. One of the senior acolytes reports some red robed Dwarfs looking through the caverns. The inquisition. It was a member of Mate 888's family! I have sent a message to him asking him what he is doing in Mechatechno sect territory. My Crundle war pack has returned! Only four of my brave Crundles returned! Now comes the final test of my top secret Mechanimal plan. I haven't even told Drazoth III about it yet. I grab a fish and the Molta-slab from by desk. I give one the fish as a treat and then put the Molta-slab in front of him. The Molta slab is a Gabbro and Marble alloy that stays semi solid in a tray, I use it for the Mechanimal plan. Then the Crundle begins to draw, no, write. He writes the symbol for stalking prey. And then the story began. The Crundle war pack of twelve split up into a group of eight and a group of four. The larger group ran into an necromancer patrol. Four disciples and one, one thing. It must be one of the nefarious mutant Zombies Drazoth III told me of. Axes for hands! I look at the poor Crundle, even when trained to be the best it can be, I can see an all engulfing fear at what happened. They charged, death was thrown at them and melted one of the pack. Probably acid. Another is injured. They pounce and one of the pasty ones is killed. But the thing scratches in half a Crundle. They attack, the thing dies. Then death happened. Two of the pack become gone in a burst of pain and death, then they feel fear like never before and flee the death. Oh for Armoks sake! My poor, poor Crundles. I must heal the survivors. They have acid wounds, cuts, and worst of all. These poor Crundles are scarred mentally by the horrors of what they have seen.

Entry Fifteen:

One of the new acolyte yells out as he runs down the hall. "One Survived!" Wait, one survived from the other pack! I order the new acolyte to bring him. The sole survivor of the smaller pack. He was comatose in the caverns when the new acolyte discovered him while searching for a Crundle pack. I brought him back, the poor little guy. Festering scratches all over him. He wants to tell me the story. He knows he may not live, these wonderful creatures. He tells me. The small pack of four stalked their prey. They rounded a bend and saw him. The prey, just like I ordered, a robed pasty Dwarf. They charge. They charge with a drive born from the desire to make their master proud. He summons a flying thing. And they meet, the thing picked up two and throws one into a wall breaking its thinker. The other scratched it's way out of its clawsOne of the pack rips off the pasty ones leg, then he is scratched dead. Another scratches his arm. He dropped his stick. He got mad and then the offending Crundle was no more. The Crundle pounced on the things back and scratched his thinker dead. Then he saw the pasty one. He was fear, and then he was gone in the caverns. Then he fell asleep. That must have been Dark One. A great blow was struck against the enemy! Ah, Drazoth III has arrived, he says it is urgent. I must go speak with our Mecha Engineer

Entry Sixteen:

NO! Caccast has come, a deadly age old beast! He has slaughtered almost all of the feral Crundles! The poor beasts, I might have been able to capture and educate them. The sect shall still explore the caverns, we must hide and be careful. By Armok! My already amazing Mecha Engineer, good friend, and trusted ally has some astounding news! "TechnoXan, it's time informed you of my more unusual abilities. See, I am a sorcerer of above average power. My main abilities are the animation normally inanimate objects and detecting magic. I know it's a shock, but I didn't want to reveal it until I knew you could be trusted. With the current political environment, I felt it best to keep it secret I know you don't like the necromancers, I don't like them either, but I need them for something I've got planned. I would greatly appreciate if you could stop your attacks against them for now. Once I'm done with them, we'll use Plan B Sub:1 to remove them. Right now we need to either get rid of, or gain an alliance with this inquisition movement. One of their leaders is a distant relative of mine. If they try to reach out to you for help against the necromancers try to arrange a meeting between me and Mate888 so we can work something out." By Armok! This, this is surprising. I still trust him. But magic, I have never thought of magic apart from necromancy. He asked for some Crundle skeletons, my Crundles! Well, for a good friend. I will give him two full sets of Crundle skeletons I have stored. I will also up my attempts to get in contact with this "Mate" of the inquisition. Sadly I must refrain from openly attacking the vile cult of death! Well, more time to work on the Mecha plans and Mechanimal plan 2. The Mechatechno sect will always prevale!

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: mate888 on March 01, 2015, 03:21:28 pm

Kogsak, or Mate the 892nd, was standing on the entrance of the caverns when he saw a dwarf run into the caves. He didn't know if he was a Crundle Hunter or one of Iamblichos' Runners, but he followed him inside. He was startled by a hand touching his shoulder. He turned and he saw another dwarf looking at him.

"What are you doing in Mechatechno's territory, priest?" The dwarf asked.

"Mechawhat? Oh, the Crundle hunters, right? Look. Your people are not pagans like the vampire cultists or the necromancers. To what we know, you are just normal dwarves under the grace of Armok like us. We also know that the necromancers are at war at you, and they have recently attacked us, so we are both in need of as much help as possible. I need to talk to someone with authority within your... Group of sorts, so we can--"

The first dwarf that Kogsak tailed into the caves, a runner, came back from the dark, terrified.

"Forgotten Beast! Everybody get inside! Lock the gates!"

"Oh, shit, let's continue our conversation inside, shall we?"

Kogsak followed after the runner before the hunter could respond. If there was a huge thing made of stone in the caves he did not wanted to stay there to see it, no matter how skilled of a speardwarf he was before joining the inquisition.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on March 01, 2015, 04:38:05 pm

Overseer's Journal - Winter, 1060

Moonstone

The spessartine terror continues to rage in the caverns just outside our halls. The roaring is almost constant. When it strikes, destroying a crundle or reacher, dust falls from the joists in the halls. It is time to begin the Great Returning.

The halls above are clear for the first time in years. New passages have been dug and smoothed; the filthy rags and detritus have been cleared away from the old carvings. I have placed a statue garden in the midst of old Doomforests, reminding those who have only seen it in ruins that it was once a proud fortress. If all goes according to plan, it shall be again.

How far I have come in a year. Before, I would have said "Armok willing" or "If it please the gods" in that last sentence. Now, I know better. Armok is a lie; the gods are against me now because of what I know. They are laughable. Wretched, selfish little things, conspiring with Those Below to bring terror and death on mortals while claiming to be "moral" and "good". Now I know. The first secret was laughably simple: all you have been taught as true is a lie. Open your eyes and see - when have the gods ever loved any mortal thing? They cause only wrack and ruin, heartbreak and despair.

The room is ready. If I only dare use it.

Skaia made the same mistake as Drazoth. With the same result. Do these dwarves never learn? Are we all so stupid?

SkaiaMechanic II' Gutidlorbam, SkaiaHarder has been possessed!

Let us see what sort of destruction shall arise from this little charade.

Later It occurs to me that the spirit possessing Skaia may not be aware of bodily needs. It has been weeks, and still he walks the halls muttering, occasionally seizing some bit of detritus and carting it off to the workshop. This process is taking quite a while. His body is looking rather... stretched.

I have ordered animals penned in the farming area above. The farmers are complaining of a lack of plump helmet spawn for new crops; this is patently ridiculous, as I see seeds everywhere I look. There are also plump helmets everywhere; they are so plentiful people leave them sitting around to rot. I order the farmers flogged for spreading lies.

Obsidian

The animals are fighting. A dog and an elk had a two week long grudge match. I finally ordered the military to put the elk down, since it had gone beyond reason and the butcher feared to approach it. Regardless, it is now elk steaks. Tasty ones too, if I do say so.

I am informed that Skaia has completed a... bracelet? Really? Who would wear such a cursed item? Well, let's see it.

'SkaiaMechanic II' Gutidlorbam, SkaiaHarder has created Uzaknun, a slate bracelet!

Press Enter to close window=

Spoiler (click to show/hide)

This is a slate bracelet. All craftsdwarfship is of the highest quality. It is encrusted with rectangular slate cabochons, decorated with giant olm leather and elk bone and encircled with bands of rectangular marble cabochons cushion slate cabochons, silver and baguette cut clear zircons. This object menaces with spikes of giant sparrow bone, elk bone and giant great horned owl leather.

Impressive. Not that I would put it on a pet dog, but impressive. 60000 Urists value at least, unless I miss my guess. And the appraisers inform me I did not. The elk bone in this must have been a mistake - that would be the malevolent force that drove the elk mad with blood lust. The spirit thought it was dwarf bone. Tricky, tricky... stupid, but clever at the same time.

I have made elegant bedrooms in the upper halls and invited dwarves to move. Only a few have done so, but more will come. I have cleaned and reclaimed; it will grow now. The rot has been beaten back... for a time.

Now, I retreat to my grandfather's kingdom. I await the next secret. Soon, I will transform. I must wait... but my impatience grows. Hopefully they won't find me before it is complete.

(OOC: As I sort of mentioned, i didn't get any farms set up upstairs, but the rest should be ready to roll. You will need a new trade depot up there, but the vast majority of the mess is removed. Only the giant rockpile (and no, I have no idea why it's there) remains. That was too much to tackle with everything else.

Remember, everybody... one chair per table. A lot of the dwarves were getting cranky because of "the crowded tables", and each table had 2-3 chairs at it... they hate that. No, I don't know why.

Some dwarves are pretty stressed; they weren't fond of my 'lets remove all three thousand non-dwarf corpses at once' idea, but they sucked it up and the fort is better for it. There are still some lingering piles of dirty clothes upstairs, because jesus christ the amount of clothes in that place. If you want to know how it looked to START with, check out Skaia's save.

Enjoy!))

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: Iamblichos on March 01, 2015, 04:50:04 pm

Save is here:

http://dffd.bay12games.com/file.php?id=10633 (http://dffd.bay12games.com/file.php?id=10633)

Enjoy!

Please sign me up for another turn as well... that was a lot of awesome :)

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: **TechnoXan** on **March 01, 2015, 05:09:40 pm**

Great job dude! Loved it. :D

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: Drazoth on March 01, 2015, 05:21:37 pm

I will start my turn to tomorrow, I'm at work for most of tonight, and have class early tomorrow.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)

Post by: Dark One on March 02, 2015, 01:48:43 pm

[OOC] Thanks to TechnoXan and Drazoth. They really helped me with writing this. [/OOC]

Journal of Dark One

I order a patrol group to check the eastern entrance to caverns. Then I go straight the secret passages into the Old Doomforests. Suddenly, I feel strong turnings in energies. I sense someone hostile close. I ignore it, and go on. Then, a pack of four weird, armored crundles charges at me! I weave the raven rod muttering:

- You've got this coming!

I have spawned a dread raven, it should deal with them quickly. The raven charges in, and grabs two crundles. Then one of those crundles somehow sets free from the clutches of demon bird. The second is not so lucky, and thrown at the wall breaks it's neck. The third crundle charges towards me, and rips my leg off. I took a carving knife out of my pocket, and stab it in the head, tearing the brain apart. Shocked I quickly replace my old leg, with the one I cut out of the crundle corpse, and stand up, preparing raven rod for another attack. I watch as one of the crundles manages to kill the dread raven, just when another one charges and bites me in my arm, tearing my flesh. I drop the raven rod to the ground, the only thing slowing down merging of my body with other realms. I yelled in pain, but soon I started to shout in rage:

- GERO STRAGGARR'ENHA MAKTHALESHOSIS!

The crundle immediately sets on fire, and burns into ashes. I feel like I'm dragged by my legs, and in the last moment I pick up the raven

rod from the ground. The strange sensation stops. There's only me and one crundle. I say:

- You will suffer greatly!

It tries to look into my eyes, but finds nothing under the hood, except the glance of the abyss. I weave the rod, and translocate the crundle away, deep into the caverns. Then I go to the meeting place, and sit down on the floor. Shortly after Drazoth the third appears.

- Sorry I'm late. Had to meet with someone else first.
- No need to apologise. I was busy on the way too.

I point at the blood coatings on my robe, and the crundle leg instead of dwarven one.

- I see. Sorry about that. The MechaTechno deployed war crundles to attack the inquisition. He probably should have given more specific instructions beyond 'Attack anyone wearing a robe'.
- The MechaTechno?!!! I was sure that crundles were sent by inquisition! They will pay for the death of Urist! I have a few undead waiting to feast upon living flesh.... they... hunger!

The raven rod strapped to my upper body almost falls off while I was jumping in rage.

- I understand your rage. They will pay, but not in a random and useless fashion. Better to make sure that vengeance will also further our goals. Might as well make use of the resources at our disposal. Know this however, it was the inquisition that bomb your meeting place, not the MechaTechno. This inquisition has made attacks against them as well. Though, I think they consider you the greater threat, and may try for a false alliance with the MechaTechno. They must be removed.

I take off the hood, revealing nothing but empty space in place where head should be. I take the raven rod in hand. Strange energies fill the chamber as I speak

- I am becoming one with The Great Beyond! Unlimited sources of energies are at my disposal, yet the price I have to pay is high, for my body shall dissolve into abyss until I merge with the realms. I will follow your plan, to take my vengeance when the time comes!

When I say that my right hand becomes slowly transparent.

- I see. I have a plan for this revenge.

Then Drazoth presents me with basic outline of his plan. It seems promising. With excited tone I say:

- With the power of The Great Beyond, I can do this! I will do it, if it might help in my revenge. Also, I don't need mental wards anymore. I'm becoming free from the binds of the mortal realms.
- Very well. I will take care of this. I have received word from home about that, so I intend to do it here, where it can be safely dealt with
- Then I will do this. I need to find a way to preserve my existence here, until our plans become true. Planes try to claim me quicker than I thought.

Then we talk about details of the plan. When we end I say:

- I'll have my vengeance! Also, I have to ask. Is there any other way I can preserve my existence here than changing body parts all the time?

I point at the replacement-crundle leg, loosely sticking with the rest of my body.

- I'm not sure. I haven't seen something like this before. Perhaps we can use the project to help delay the process. I've also noticed that Iamblichos is up to something. Care to enlighten me?
- The spirit managed to break itself free from the master necromancers spell. Master thought that Iamblichos is weak, though he proved itself to be stronger than masters spell. I presume that he's against my own plans, and blames the situation of the fort on me. I don't know if I'll have any other powers over him.
- In that case, we need to move to thwart him. The simplest way of doing this would be to remove him from the Overseership and replace him. The MechaTechno are working on installing me in that position. If you can assist this process, it would be greatly appreciated.
- I can, but I need to know what I'll have to do.
- Simply hinder any others trying to obtain the position. The MechaTechno can get me in if you do so. Also, by hinder, I do not mean kill. We may need any people who might oppose me later.
- Then I'll just try to show them why they should help you in assuming the position.
- That should do just fine. As for the inquisition, one of their leaders is a distant relative of mine. If I am able to meet with him, I may be able to make him assist us. Also, I think you should dispel those demons you summoned. They will be a nuisance if I'm to get anything done.

I weave the raven rod. It starts to absorb the stream of light, in which thousands of demonic shapes could be seen. I say:

- The dispel is done. They won't be any threat to your plans anymore.
- Wonderful. I think that's everything I wanted to discuss. Anything you want to talk about that we haven't yet?
- I think it's important to say. I'll order patrol duties from disciples to end, and make a strong fortified compound in my chambers, where I could find a way to preserve my existence. There's also another thing, I have an undead army in The Great Beyond, waiting to be summoned. I just wanted to let you know.
- Excellent, thank you for this information. I'll get in contact with my external allies and see if they know anything that can help you. I'll let you know if they do. Until next time.

With that he leaves the hall, returning to the rest of the fort. I turn around and go back to the secret passages. On the way I grab some corpses, to have some spare body parts, and go on. I reach the main chamber, then I see the patrol group coming back. Two dead, no traces of the zombie. I ask:

- What happened?
- We were attacked by crundles master! We managed to injury one with acid, and kill two with scrolls of torment. Zombie has killed one too, but crundles shred it to pieces.

With that I shout:

- What! You incompetent bastards! Go, and tell that there'll be no more patrols, fortify the chambers! Go, until I change your mind and zombify you!

Next I go to experiment with corpses I gathered before.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to) Post by: mate888 on March 02, 2015, 05:01:14 pm

Quote

I quickly replace my old leg, with the one I cut out of the crundle

Wait, what? I tought crundles were like... Smaller than kobolds? You would be easier to detect that way, being something like this:

Spoiler (click to show/hide)



I don't know how you are able to walk.

[IC]

Kogan kept running away from the necromancer's headquarters when he heard noises like the squeaking of the crundles. He kept running until he saw many other dwarves, walking into the old fort. Were they returning to Old Doomforests? He would ask that to Mate the 888th, now he needed to escape. He got mixed within the crowd and got back into the new fort.

Kogsak got out of the caverns, but the crundle hunter (MechaTechnoist?) was getting away. Whether the crundle hunters trusted the inquisition or not, it was better to know where their headquarters were. He silently followed the hunter.

Mate was going to give up any hopes of ever seeing Kogan alive again when he raced into his office.

- -I found their headquarters! They are in Old Doomforests!
- -Good, sadly, now that the old fort is being repopulated, the pagans will have to blend in. Luckily for us, no matter how well they can blend in with normal dwarves, we know where their hiding place is.
- -Will we relocate to Old Doomforests, Your Santity?
- -No, it's still too dangerous. We will stay here, where we atleast know from where will the attacks come.
- -Will we attack them back?

Then, Likot and Kulet entered into the office, each carrying two cages. Each cage had a kobold inside of it.

- -I see you accomplished your task.
- -Yes, sir.

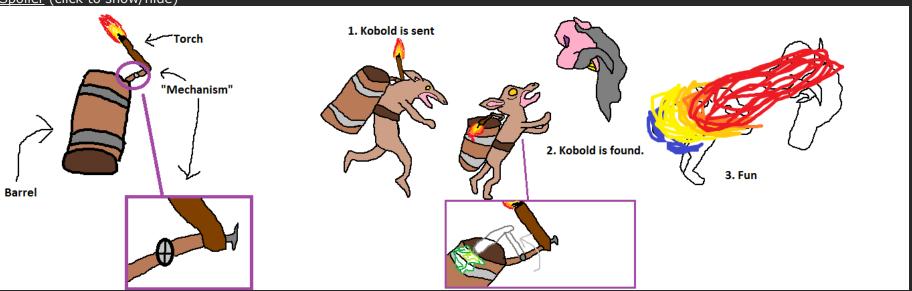
An old dwarf, completely bald and with a beard so long it reached its knees, entered the office after the two dwarves left the caged kobolds on the floor.

- -Ah, Feb!-Exclaimed Mate-I see you made the devises you said would help us aganist those pagans!
- -Yes, ves, here they are. I call them, the koboldburners!
- -... We will come up with a better name later, now hand them to me!

Feb gave Mate the four rudimentary artifacts, it consisted of a small barrel full of booze, more precisely of ginua beer, a very flammable drink. It was attached to a leash, big enough to be tightly tied to a child or an adult kobold. Above the barrel there were a couple of sticks, joined together by a screw, even though the sticks would only bend to one side, and only if it was abruptly shaked. Attacked to the stick on top there was an unlit torch.

- -Oh, Feb you are a bloody genious!
- .Here are the blueprints of how does it work:

<u>Spoiler</u> (click to show/hide)



-So, we tie the kobolds to the burner, then we light the torch and we set them free, close to the necromancers' base. They naturally sneak in to rob them, but because of their torch and the number of pagans in the headquarters, the kobold will eventually be spotted. Everybody who has ever seen a kobold knows that when a kobold is spotted, the poor little dog-rat panics. When a kobold is scared, it jumps a lot and makes many abrupt movements. The initial jump that the kobold would make when spotted would be enough to make the two sticks connected with a screw to bend over, and the torch nailed into those sticks would burn the barrel, causing the ginua inside to burn, turning this ugly little thief into a flaming ball of fun. It would burn not only dwarves, but also whatever potions it touches and whatever the little thing had grabbed before exploding.

-And how wouldi they sneak into their headquarters with a barrel tied onto them?

-Well, as you see, the barrels are small and made of sporetree wood, wich is light but doesn't let any liquids flow through it. Also, that's why we would only fill half of the barrel with qinua. So that the weight of it couldn't make the kobold significantly slower, but also, being the qinua the more flammable booze we have in the fort, half a barrel of qinua would still be a nice fireworks spectacle when lit. And as we know, burnt corpses can't be reanimated, and, if they are, they would still be weaker than a regular zombie since, well, it burnt to the bone.

-Feb, your work here will greatly help the inquisition and I'm sure you pleased Armok. I promote you to Chief Mechanic of the Inquisition! [OOC]: Back in my turn, there was leather, spore trees and qinua beer (the Peruvian equivalent of vodka) in the fort, so I have the reasonable means to make this stuff.[OOC]

Kulet, Kogan and Likot, dressed with the red robes of the inquisitors, carrying the four caged kobolds and a cat, walked into Old Doomforests, and into the hallway that led directly to the necromancers' hiding place. The door was half-open, like if somebody had entered there quicly.

-They made the job easier for the skulking filth.

-Shut up, Kogan! They may hear us!

The three dwarves lit the torches attached to the burners, that were alredy strapped to the kobolds (job that nearly costed Kulet's little finger) and let the kobolds free. The thieves sneaked into the necromancers' room, hoping to find some shiny stuff.

-Now, before the necromancers find them!

Likot quickly grabbed the cat that was with them and gutted it with a knife. Its blood spilled all over the floor. Using their hands, the priests wrote a message in the floor with cat blood:

"The Inquisiton sends you their regards"

Grabbing the cat corpse, so that the pagans wouldn't revive it, the three dwarves left, not willing to stay for the fireworks.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: SkaiaMechanic on March 02, 2015, 05:22:16 pm

I like how the engraver/broker made a high-value trade item for the fortress.

Also...has anyone noticed Doomforests has a higher-than-normal ratio for possession? I mean, it happens all the time here. Are there really that many restless dead things in the fort?

I need to ask. Was it true the siege was actually huge, but then disappeared? Or was it really another war of two goblins or so? Either way, tying it with Smunstu was great. That reminds me, I need to grab the latest save to check on the current history. Last I checked the goblin tribes were crumbling. I think the last great seige was...the one that had to fight Supergoat, and the survivors were slaughtered by Osp singlehandedly. No wonder even suicidal goblins say "Nope, it's basically the place where we send our weak and infirm to die in battle." I don't think we have much to worry about from them unless something unexpected happens.

======

Well, that was unpleasant.

I was so hungry...so thirsty...watched myself a make stone bracelet covered in bone spikes for weeks. Spirit kept choosing the slate from Old Doomforests. Said it "had to be" from there, and not the giant pile of slate sitting outside the craftshop. Should have died but the spirit kept my body going anyways. I'm glad I chose to expand the staircase now. Yeah, that creation is going on the next Dwarven Caravan possible. The faster it's gone the better. Nothing could go wrong with sending a undoubtedly-cursed artifact bracelet to the Mountainhomes, right? They can remove any curses there. Trying to remove a curse in Doomforests is like trying to drain a river with a bucket. Yes, you might have done something, but it doesn't matter because more of the same will just take its place.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Drazoth on March 02, 2015, 05:43:00 pm

[OOC] I've got the save and am working on my turn now. I just wanted to post this before I started posting the turn, if only to make sure the stuff that happened in game to 3 was accounted for. [/OOC]

After his meeting with the Dark One, 3 returned to his room in New DoomForests. On the way, he heard that the overseer was moving everything back to Old DoomForests. Knowing it likely had to do with whatever Casper the ghost had planned, he made sure to carefully pack his things to that his secrets wouldn't spill out on the floor while relocating. Once he had set himself up in his new room, he began to think about what he had heard from home. A Forgotten One was in that area, he had to draw it away, lest his family be destroyed. While pondering this, he felt a strange presence in the room. Turning around, he saw the spirit of 2 standing there.

"Brother! What brings you back to this wretched place?"

"I've been watching our family from the next life, and saw the threat approaching our home. I am here to help you bring it here."

"Thank you. I've been trying to find a way to do that myself, but I've not had any luck. What must I do?"

"It would be too difficult and tedious to explain it. Allow me to control your body for a time, that I might get it done quickly."
"Very well. I'll allow it."

With that, 2's spirit entered the body of his brother, taking control in order to create an artifact to use for luring the beast here.

Sometime Later: 3 awakens in a workshop, with no memory of how he had gotten there. Looking around, he saw it, Zugobthilseg, a masterpiece of craftdwarfship if he ever saw one. Looking at it, he saw the subtle runes marking it's surface. After reading them, he saw that it was the spell needed to summon the Forgotten One to DoomForests. Looking around to make sure no one was watching, he touched the runes and cast the spell. With that, he left the workshop, to begin working on taking the purple hat for himself.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Salmeuk on March 03, 2015, 04:34:24 am

Anyone wish to throw a turn summary at me for Iamblichos's year? Otherwise I'll put it off for a bit longer then write it at the same time I do Skaia's (school is getting the best of me).

I've added Iam to the end of the turnlist.

This fortress is still alive, and I love you guys for that! Whether that it due to skilled play or sheer luck I can't say.

Title: Re: Doomforests - Where Swords can be Hatchets (if they really want to)
Post by: Iamblichos on March 03, 2015, 07:56:52 am

Quote from: SkaiaMechanic on March 02, 2015, 05:22:16 pm

I need to ask. Was it true the siege was actually huge, but then disappeared? Or was it really another war of two goblins or so?

Yes, it was true. Weird as hell, but true. The alarm got sounded, I went and looked, and there were ten goblins and some trolls at the spot. When I unpaused and went back, there were only two goblins. I figured it was time Smunstu came back into play :D

Quote from: SkaiaMechanic on March 02, 2015, 05:22:16 pm

Trying to remove a curse in Doomforests is like trying to drain a river with a bucket.

This right here is pure joy wrapped up in money. I love it!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 03, 2015, 11:12:00 am

[OOC]

Quote from: mate888 on March 02, 2015, 05:01:14 pm

Quote

I quickly replace my old leg, with the one I cut out of the crundle

Wait, what? I tought crundles were like... Smaller than kobolds? You would be easier to detect that way, being something like this:

Spoiler (click to show/hide)



I don't know now you are able to walk.

Do not underestimate crundle-legged necromancers. They still can show you a few tricks. Also, the image is great. This have made my day!

[/OOC]

Journal of Dark One

My experiments seem promising. It seems that even useless zombies still can use magical energies contained within scrolls. This would help me greatly. I also had to change the crundle leg, as it dissolved into abyss rather quickly. I took a leg from the nearby corpse, and turned around to watch as my disciples fortify the chamber. After scaring them that I can summon bogeymans, they are working very quick. I watch as they bring blocks of marble, slate, and even soap. I might even let them sleep well for the first time since I lead them. There's still one thing not right. They aren't closing the doors. Suddenly a group of kobolds jump in. That's how some of my scrolls disappeared. But wait, what they have strapped to their back?

As soon as I spot the kobolds, they jump and something on their back ignites. Then, some kind of containers open on their back, and a burning liquid is spoiled all around. I smell booze.... booze bombs! I try to find a way to stop the kobolds from spewing it all around, but before I do anything the fire rages in my chamber. Disciples screach in pain. The wooden furniture sets on fire quickly, bottles filled with alchemical concoctions explode. Shards of glass fly over the whole room. I feel smoke filling my lungs. I see disciples burning. Such a waste of good corpses, they'll burn to the bones! As the kobolds jump closer to me, I become enraged. Demonic voices burst through my mouth into freedom, then the fire reaches me. I mutter:

- UFTHASHILL GETHOROK SHAY

The time slows down for a moment. I feel a massive wave of energy flowing within me. As I close my mouth, stream of green light gets out of my eyes and nostrils, and fills the whole room. Then I open my mouth, and clouds of miasma spread out. A disc of purple energy flies around me, and then a flash. The fire was set down, but the damages are high. I order a few of lucky disciples that couldn't reach the chamber before to treat wounded, and save anything from my lab. I go out of the chamber, smelling some blood in the air. I look over the bloodied surface and read:

"The Inquisition send you their regards"

I become overtaken by anger. I open my mouth and shout. The voice is strenghtened by ominous energies of The Great Beyond, and probably everyone in the fort heard it. I translocate the great army of the undead I previously created, and dispel them. Moaning, rotten creatures turn back into ordinary corpses. Then I weave the raven rod like madman, chanting and yelling with gravely voice. The bodies start to shudder and twist. Then they start to connect with my "body", creating huge unrecognisable mass, strenghtened and speed up by powers of The Great Beyond. The whole fortress seems to tremble as I shout:

- THERE IS NO ESCAPE!!!!

And I move with undwarvenly high speed, to the inquisition hunt.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 03, 2015, 01:38:50 pm

Dayum.

I'll write something later.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 03, 2015, 03:21:04 pm

Holy Crundle crap! That is both supernaturally awesome and terrifying!! :) I'll write a post later today (hopefully) as well. Oh and I cant wait for your post Mate 888!

To Mate 888:

Spoiler (click to show/hide)

Do you want to work together/interact together? I haven't gotten a pm back yet. I would love for the theocratic inquisition to work with an industrious animal (CRUNDLES) loving sect bent on furthering itself.

PS that picture is hilarious!!

EDIT: Yeah, Doomforests is just one giant cult/gang war!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 03, 2015, 05:20:40 pm

Is it me or have we filled the thread with sect-releted RP? Not that I am complaining.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 04, 2015, 09:48:25 am

In case people were wondering, I am working on my turn. Things are just going slowly, as somebody forgot to set up bed rooms and workshops in old doomforests. Expect something up later today.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 04, 2015, 09:59:09 am

There are about 20 bedrooms set up in the left side of the bechamber block... there are no workrooms, because seriously go look at how much shit I had to haul and throw away. Also, the trade depot is still downstairs, and until it gets moved you don't want the workshops to get too far away lest there be no trading possible.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 04, 2015, 10:40:18 am

You've got a point. I'm not seeing the bedrooms though. Are you refering to the big 3x3 rooms or the nobles rooms from waaay back in my turn?

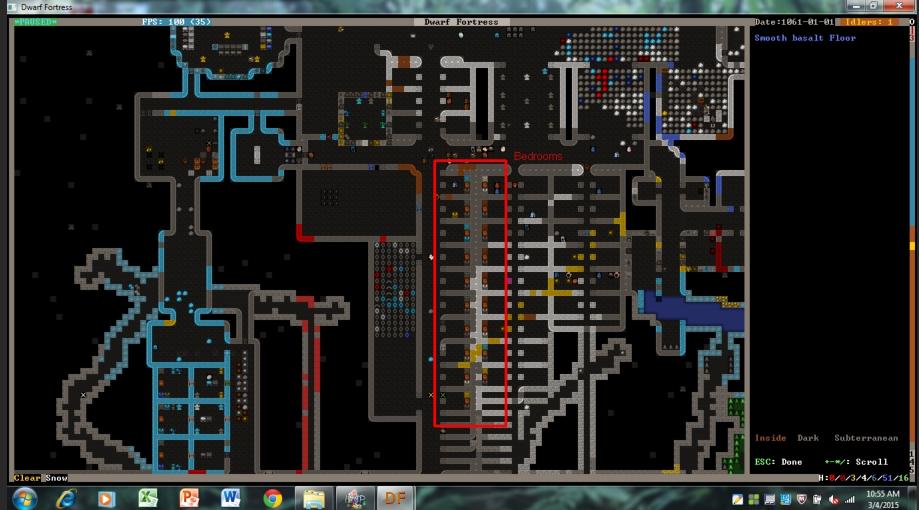
Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 04, 2015, 11:34:10 am

Quote from: Drazoth on March 04, 2015, 10:40:18 am

You've got a point. I'm not seeing the bedrooms though. Are you refering to the big 3x3 rooms or the nobles rooms from waaay back in my turn?

3x3s... I specifically set up about 20 of them and defined them as bedrooms. They are on the main floor, west of the waterfall and sealed off areas. WARNING: Large image.

Spoiler (click to show/hide)



Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 04, 2015, 12:05:29 pm

Okay. I was going to demolish those in favor of 1x3s, but that would take far to long. Thanks.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 04, 2015, 01:30:47 pm

Quote from: TechnoXan on March 03, 2015, 03:21:04 pm

EDIT: Yeah, Doomforests is just one giant cult/gang war!

Too bad there's no dwarven Families/Ballas there, though.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 04, 2015, 09:32:17 pm

[OOC]: Thanks to Dark One for helping me write this[OOC]

Likot, Kulet and Kogan just felt a slight wind blow, then the smell of twenty rotten bodies. The dead cat that Likot was carrying with her somehow started shuddering and twisting, as it moved towards that stench, joining some kind of foul mass of dead bodies moving at speeds impossible for anything natural.

The three priests scattered in terror. The inquisition may die but they wouldn't die with it.

-Mothram, now that you are better from that crow attack, go bring me some beer, would you?

Then the door broke and sent Mothram flying backwards.

-AAAAAAAH! MY GOOD EYE!

-What the...

Mate the 888th knew that he would have to fight demon worshippers, but that was ridiculous.

It was a mass of assorted bodyparts, made up of crundles, dwarves, burnt kobolds, a cat and Armok knows what else. It didn't had any face, or, atleast, not any living face. But somehow its fury could be seen. It wanted blood.

Some priests tried to attack it and were launched into the roof. Others tried to escape and were also thrown in every direction. Feb stabbed a spear onto the thing, but it just pulled the spear out with... an arm made of arms or something like it, broke the spear, and then proceeded to do the same with Feb's legs.

It didn't waste much time on the priests. It was going for Mate the 888th, who was by the door, trying to escape while the monster broke the legs of that kind old dwarf. It didn't work.

The creature grabbed him by the neck and throwed him outside of the room into a wall.

With a great deal of pain, Mate got up.

-Y... You can kill me. But you will not defeat Armok! He will have his revange--

The monster kicked him into a hallway. Other dwarves where there too, minding their own buissnesses when the inquisitor fell in the middle of the corridor, bleeding and wounded, chased by an abomination.

The panic confused the beast, who started throwing dwarves left and right trying to get to his objective, who was to weak to get up and run away. Mate knew that he wasn't going to kill him right away, no. He was going to play with him like a cat plays with its prey. He prayed.

-Armok. God of Blood. Save the dwarves living in this fort. For I can't be saved. Save them from this monster and from the people that wirship it. Save--

A kick from the monster sent him flying across the corridor and into a wall.

Then everything went black.

Darkness. Nothing more than darkness.

Then, a bright light. Grass, trees, the sun. So many time without seeing the sun. But he didn't felt the nausea. Actually, he didn't felt anything. Like he was detached from his body.

He saw the jungles and rainforests that elves call home, he saw th cities of the humans. Once grand, now dark and infested with all kinds of foul creatures. He saw goblin tribes, their pits and their dark towers. All of the towers and most of the pits were burning. The two towers that were still standing were under siege. Goblin tribes were wandering the desert, waiting to die.

Then he saw the mountainhomes of the dwarves, his kin, blissfully ignorant of the horrors of the outside.

He saw a cave, home to a tribe of kobolds. Everybody inside was dead. He wanted to run away, but he felt pulled inside, following a trail of destruction, until he found a beast made of spessartine.

He saw the gates that separated the caverns from the fort, and he saw the interior of the fort itself.

Finally, he saw himself, being brutally beaten by a blob of rot.

Everything got black again.

He heard steps, but there was no floor. They got closer, and he got blinded by a bright light. Or maybe he imagined that light to cover the truth behind it.

-Aaaaaaaaah!

The light disappeared, instead, a dwarf walked toward him. He was dressed as a king and was covered in blood. -Who... Who are you?

-You don't know my appearence, but everyone knows me by my name.

Mate felt his body again, only to kneel before the deity. -Armok...

-Yes... Dwarves know me by that name. But I think that you would have recognised me if I had taken another shape. As he said that, he turned into an elf, a human, a kobold, a goblin and a dragon, before turning back into a dwarf.

-Any shape would make you recognize me, but I can't show you my true shape, for nothing of this world or any other would be able to resist it.

-Why am I here?

-Because you are dead.

-What?

-Well, not yet, but you will not survive the beating that you are recieving.

-So... Is this the afterlife?

-No. You are here because you will return to the world. You see, I usually don't care about the evils that roam the world because you bring that evil to yourselves. Profaning temples, worshipping demons, mining the adamantine...

-The what?

-Nothing. The thing is, faith in me keeps existing. When faith in me disappears, the world disappears, and I forge a new one.

"What is happening here is unique, even though it's not the first time that this happens. For the evils that I, or that you or one of the minor gods created, are hunting my faithful down. But my faithful fight back. Your... inquisition is defending the faith in me in your fort. And I know that, if the evil that hunts your people is not stopped or at least contained there, it'll spread through the world. Armok then took the shape of another dwarf. Osp.

-Osp was the first sent by the evils that want to end me, not knowing that they'll end themselves and everything else. The goddess Nifih who rose aganist me, sent Osp to your fort. She created the necromancers, she sent them, liderated by a man you know as "Dark One" Armok took the shape of a dwarf king again.

-Wether you succeed or you fail, you can't leave the world of the living mauled by a mass of dead things.

"You shall return to the world after Dark One leaves you for dead. Be careful, because even if he looses the power to make the mass of corpses after this, he will try to kill you once he discovers that you are alive, and I'll not bring you back again.

-Wh... Why not?

-Because that would be cheating.

-What? Cheating aganist who?

-I'll not try to make you comprehend the mind of a creator god like me. I will send you back to the world of the living. Remember: You'll be facing a dangerous opponent. You'll have to fend for yourself, get allies. And most importantly, if you are going to die, make it a

-A what?

-Make it fun to watch, I watch over everything, I don't have much to do. Now, go! Live again!

-I...

Everything went black again.

Live... *GASP*

The pain was incredibly strong. He was sure that he had broke several ribs and an leg. He was missing a bunch of teeth and his head felt like it had been hit by an anvil, wich was a possibility. He was covered in blood and he barely could speak.

The priests got to where he was.

-Is he...

-I'm not dead, idiot! Just *cough* get me inside!

The two priests carried him into his house and into his bed.

-I can't belive you survived, Master.

-Neither can I. Bring the rest of the inquisition here. I saw Armok.

-What? Y-you saw Him? How was him?

-Eh, as you would imagine. Bring everyone. Also, don't tell anyone outside of the inquisition that I'm alive. Only my natural son, Mate the 890th must know. The necromancers must think that I'm dead atleast until I'm able to run.

-What about your adoptive son Kogsak... Er... Mate the 892nd?

-What about him?

-He is still outside tailing the crundle hunters.

-Then he must know nothing until his return. Now we are weak. Our enemies must think that we are no longer a threat. Until we are able to return with a strike, we must live in the shadows.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Taupe on March 05, 2015, 12:54:26 pm

Quote

Okay. I was going to demolish those in favor of 1x3s, but that would take far to long. Thanks.

We have 50 dwarves and three hundred bedrooms. We don't need 1x3s.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 05, 2015, 01:18:00 pm

No, we are up to at least 80 :)

And don't miss the shout out to your wisdom in re: Smunstu.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 05, 2015, 01:44:16 pm

It was more to prepare for migrants, but you're right, it's not needed. Force of habit I guess. I'm sorry about not posting anything yet, but my frame rate has been rather low. (\sim 17FPS) Things are improving though. Should have something up today or tomorrow. Stay tuned.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 05, 2015, 02:18:51 pm

Journal of TechnoXan, the Master Mecha Engineer

OOC: Cant wait Drazoth! And do we really have 80 Dwarfs? Cant wait to see what disaster whittles down our numbers again. :) Oh and thanks to Mate 888 for his input on our interactions so far.

Entry Seventeen:

I have done it! Using a tactic I call selective breeding I have bred what is probably the single most powerful Crundle ever! I call him Fido, he is an extremely athletic Crundle that is as tall a Dwarfs shoulder. When he is on all fours! He is so intelligent that he can speak our language fluently too, only with the Molta-slab of course. I took Fido on a test that he hunted down and killed a small Cave Crocodile! He threw a rock at its head and then slit the dazed beasts throat. He has a remarkable ability for stealth as well as direct confrontation. I have taken him as my personal pet as well. I am in the middle of teaching Fido the meaning of the word storage when Zurek bursts in. "Master! We found Kogan, Mate 888's relative tailing us in the caverns. He says he came to talk peace." "Hmm, have Kogan blind folded and brought in." I say. Zurek and another acolyte bring in the zealot.

- -I *akfb* Get your hands off my face! Eh, alright. So I-
- -Get on with it.
- -Okay! Fine, Mate the 888 the high priest of the holy inquisition wants to meet with you to discuss working together against the even more heretical necromancer cult.
- -Hmm.
- -Well?
- -Send him this message, I will work with him indirectly but only if he meets some demands. The necromancers must be destroyed.
 -a-alright.

I sent Zurek to let him free in the upper mines. This could be an opportunity to get rid of two dangers. Plan B sub plan A is underway so I need not wait long. But the grat beast that is currtly roaming the caverns must be stopped soon for work to go quickly. Hmm, I will start working on some attack plans.

Entry Eighteen:

I fear this journal is no longer safe. I will transfer to the new secure devise that I have been making. I fear their may even be a mole in the sect. Not a giant mole, I got rid of that yesterday. Stupid beast. Er, anyway, I am probably just being paranoid. But Doomforests is getting more dangerous by the day. I heard a great crash and the screams of Dwarfs up above. As well as a great roar from something that I believe is not from this world. I fear for the other members of the sect. This will all be solved as the Mecha plans come into reality. Plan A, C, and E are high priority. Plan B is the most important for the time being. I must speak with my good friend Drazoth III about that. I have decided that the base needs to be renovated. Its traps are sorely lacking so I intend to beef up security. And there are currently no sleeping quarters or large food storage. I plan to be able to operate solely out of the base for at least a week in the case of danger. I also want to upgrade the multi-purpose workshops, Crundle pens, and the laboratory. I also want a lava pool for research reasons I have tasked Zurek to be in charge of construction. It must be quick so cavern exploration and equipment manufacturing has been halted. But this is all temporary as our true base will be hopefully created in Mecha plan B. While the acolytes are busy on this, I am transferring the Mechanimal plan, which was going to be a side project, into a full Mecha plan. I will be adding on several parts as well. Mecha plan F is already underway on a small scale. Fido is proof of that. Oh no, Fido is chewing on an acolyte again!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Taupe on March 05, 2015, 02:23:49 pm

Dark figures wandered the halls during the day, and now dark spirits joined them at night. The doctor could hardly sleep anymore. It was not the fiurst time his dreams were invaded by malevolent spirits, for he had known his fair share of hauntings a few years back. This time, tho, they were everywhere. for a time, the artefact bed and it's sealing glyphs kept them at bay, but now someone had usurped the altar, and with it his dreams of bringing Skaia back.

Without any chance to get his old friend and her knowledge back, he resigned as overseer only a few days after receiving the rutile hat. People didn't ask many more questions. No dwarf had overseen this fortress(ses) and lived to tell the tale but him, so they assumed the mad doctor wasn't too willing to defy the odds a second time. He would have been poorly-abled to lead this mess, not with the lack of sleep and the dark phantoms stalking the night.

"I must sleep. I must keep them at bay!"

The bed was gone, but he remember the patterns, both from the bed and the Maxcat door. He could create a new glyphs. thankfully the golden ores he asked to be smelted were now ready. The first nights were a disaster, but on the third night he was left alone. The new ward design was a success! First his bedchamber, then the office itself. No spirit would be allowed in anymore.

Once he felt confident enough that he had mastered the design, he ventured alone in the jail. Cultists were gathering nearby every night, praying to the vampire mayor. approaching would be too dangerous. He knew he could lessen the vampire's influence over the population to a point, by placing each corner of the ward farther away. He could not reach the walls of the prison itself, but as long as the vampire was in the middle of the design, it should work. Maybe. Bedrooms and storage depots, each he visited and carved with his tools and pickaxe, before pooring molten gold to complete the seals. Sure enough, after a few weeks, some more wilful dwarves snapped out olf it,

and began questionning their loyalty to the vampire cult. The votes were swept away from the bloodsucker, and people elected Pencil_Art as mayor in his stead.

The ancient arts of glyphs were not the only thing he studied these days. Especially since each new piece of the puzzle required a new artefact, forged by a strange moods, and bearing the right symbols and metals. Instead he spent a lot of time with Smunstu, his old minister. In six years, he had learned a great deal of the goblin tongue, by showing pictures from his various books to the goblin, and figuring out what smunstu's growls meant. Goblinspeak didn't include words to cover many aspects of dwarven society, so communication was hard at first. Things such as advanced crafting, magma smelting, jewelry and engineering were rather obscure to the minister, so instead Taupe II decided to teach his friend dwarf instead.

In time, they had become close friends. nothings bonds two people like being stuck in a terrible, inescapable cursed place and planning political assassinations together. Smunstu knew a bit about politics, to be fair. From what he understood, a few goblin deaths was all it would take to get him elected chief of his tribe. He didn't care too much about it, tho. Even from his cage, Smunstu had seen his fair share of tragic and gruesome deaths. He cared little now about returning to the surface, and being forced by the goblin king to personally lead armies. Or worse, to seek revenge on the dwarves and pillage Doomforests. Smunstu wasn't a genius or anything, but he'd done the maths, and he knew that only death, or worse, would come to the trolls and goblins who marched here. The goblin king would never understand tho. He was going to send waves after waves of cannon fodder to this hellhole each year, in the hope that it brings him a few shinies. In this sence, dwarven and goblin nobles were not too different.

"With some luck, my uncle will take over, and send fake sieges. He was always rather cowardly, which in my culture is both an insult and a great quality to have"

Smunstu was doing fine, but his cage was getting very unconfortable. Everytime he laid eyes on a piece of furniture, he remembered his old office, full of golden cabinets. The doctor had asked many overseers to provide the minister with a new office, but none had listened. "Maybe the new one will"

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 05, 2015, 02:32:11 pm

Journal of Dark One

I was running with undwarvenly high speed, fast and furious with only intention: slay Mate the Inquisitor. I ran through the hidden passages, caverns, corridors; following the scent of cat blood. On the way I passed three hooded dwarves. One of them was carrying a dead body of cat. It immideatily started to shudder and twist, and joined my body composed of burnt, rotten and other bodies. I charged furiouslt at the door, sending a dwarf who was just behind it flying. This was the inquisitions base! I don't wanted to waste my time on priest, and as quickly as I could, I proceeded to beat Mate. It took only a few kicks to make him unconscious. Then I could take my revenge! I started to strike the body with rage and hatred. I have beaten the body to bloody pulp, recreated it back to its previous state, beaten it, and recreated again, so anyone would know to don't enrage me! Then I ran away.

But this wasn't enough. With the death of Mate, my rage was redirected to someone else... someone who tried to be my master, control me. I teleported myself to the Sanctumcoal tower, and called the master necromancer. He said with surprised and angered tone:

- Dark One?! By Armok... what the hell are you doing?!!!
- I gather energy, to make my voice more powerful.
- I will no longer serve you! The time has come, to show you my wrath! This is the time of my vengeance!
- I charge quickly at him, but he whispers an incantation quickly, creating force field around him. I say:
- You are a fool thinking that a mere force field can stop me necromancer! You're beaten!

I chant, yell and mutter. Avoiding spells of master necromancer I sent my own at him. Swirls of energies were flying around the tower, clouds of miasma spread around, black vortexes were growing over the horizon as we were muttering our spells of destruction. No one seemed to win or lose though. Then the necromancer shouts:

- Lets stop this foolish game Dark One! What do you want?

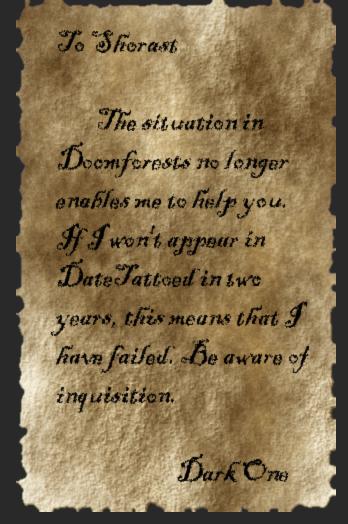
After a while of consideration I say:

- I want to be free from any obligations towards you, and your tower!
- Alright. I will stop posing as a direct threat to you, if you promise me the same. I cannot guarantee that gods would forgive you though. And know this you don't really understeand your fate, and no matter what you'll do, you will never know the truth!

When he ends his speech, I teleport back to my burnt chambers. I quickly call all the disciples left, and say:

- Brothers, you were following me up to this day! We have endured crundle attacks and inquisition. This day it all ends. DIE!!!!

Disciples try to attack me with their carving knives, but it's pointless. I quickly throw a curse upon them, which made their flesh rot, and blood boil. I watched as they died in great suffering. It's over now. I turn back to my dissolving, dwarven form. While doing this corpses used to change me into that abomination exploded, making shards of bones fly across the room. I raised some of the last bodies that could be used for this, and taken a pen and paper. I have written a letter, and gave it to zombies. I have written a letter to warlock sending me alchemic formulae and concoctions.



Then I teleport the zombies with raven rod. Suddenly I remember that there are also disciples working in the vampire cult. I decided to slay them as quickly as I can. They are a trace giving anyone chance to find me. I won't move out of Doomforests until our projects with D are finished. Then I could move on to the operation G.O.D in DateTattoed. I have to wait patiently.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 05, 2015, 08:31:02 pm

Kogsak walked back to the hideout of the inquisition. Then he saw the broken door and the blood that was everywhere. He ran inside and to Mate's bedroom. He was resting in a bed, his son, many priests and Feb were by his side.

- -What happened here?!
- -Dark One, or one of his abominations attacked us and killed me.
- -What?! But... You are here! Are you... An undead?
- -No, undeads are walking corpses. I was revived by Armok himself!
- -What?
- -I'll explain it to you later. Now, tell me, have you found the crundle hunters?
- -Yes. The crundle hunters... Er... Mechatechno...ists... siat that they would help us indirectly if we left the enterity of the caverns for them, we never made any harm to crundles and [OOC: I forgot the others.].
- -Well, It all seems good, but if the fort steals land from the caverns there's not much we can do. We don't own the Doomforests... Yet. But we will try not to expand our influence toward the savage caverns. Also, about the "not attacking the crundles" thing, we will never attack the crundles. But if they attack us, we should be able to defend ourselves.
- -That's all?
- -Yes. Feb will deliver the message.
- -Why not you?
- -Well, I'm not able to stand. Much less to walk. And people outside of the sect should not know that I'm alive until this place is rebuilt and I'm at least able to walk again. Otherwise Dark One would attack us now, and we are not ready for another attack. Hell, we don't even have a door yet! No, people must think that I am dead. Feb will pretend to be in charge now.
- -But, the Mechatechno sect may ally to us now, why should we lie to them too?
- -I want to trust the crundle hunters, but we never knowl if any of their men is a spy or not. We must stay in the shadows.
- -So, should I escort Feb? He is very old and has to walk with a crutch.
- -Yes, go with him. He'll need to be protected.

 Also he is a little bit senile

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 05, 2015, 10:04:41 pm

[OOC] Sorry this took so long. The fort has been running slowly. But I have plans I place that will speed it up.[/OOC]

Journal of Drazoth III:

1st Granite: After Iamblichos withdrew I was able to take the purple hat for myself. First, I'll take a look at the forts supplies. <u>Spoiler</u> (click to show/hide)



Looks good, aside from the seemingly low amount of meat, though it could be that the meat was made into meals. With that taken care of, I begin working on enacting Mechatechno Plan B. Sub Plan 1 will need to wait for a bit, as until the fort can be given some semblance of order, it would be too difficult to get that going.

3rd Granite: I've been looking around the old fort, and though much as gone on here, there's not too much structural difference from when 1 ran the place. There have been some changes though, good and bad. I'll start with the bad. First, a minor quibble, some idiot dug a hloe in the floor of a stockpile.

Spoiler (click to show/hide)



I order a floor built over it. Next issue, I saw some pointless walls in the east side of the top floor. Spoiler (click to show/hide)



I order those taken down, to free up space.

As for the good, there seems to be a mostly complete guard tower out front, presumably for archers to shoot attacking armies from. I order the missing floor and roof built. I also order the building of some basic work shops, and some metal working shops put in the old metal works 1 built. If I must say, that was probably his only good idea during his time here.

I was also notified that a "Vile Force of Darkness" had arrived. This so called force was a pair of goblins who wandered off after 2 minutes.

Before I forget, I also order the old farm rebuilt. This proves difficult due to the random shit growing there, but I simply have the farmers plant where ever space is available. The useless crap can be removed later.

12th Granite: An elven caravan arrives. I order useless crap brought to the trade depot. While I doubt they'll have anything good, I'll take whatever they have that isn't completely useless.

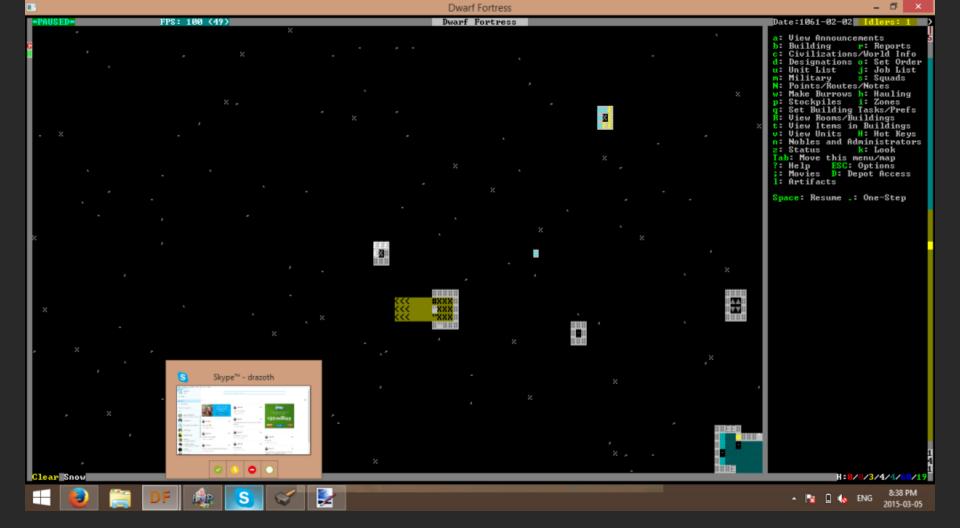
16th Granite: The elves have finally found the trade depot and unloaded their stuff. I send Skaia II to trade with them, trusting that she(I don't remember, correct me if I'm wrong) knows her job. Later, I'm told that in turn for useless clothes and some gems, the elves gave us a shitload of fruit and some animals. I'm actually impressed with the tree dwellers, seeing as they gave us a leopard. I want that thing trained for war ASAP. In other news, that Forgotten One I summoned here seems to have left. I doubt it though, it's likely waiting in the caverns somewhere. The feathered snake is still there though. I might have the army kill it at some point.

20th Granite: Some migrants arrived, bringing our population up to 90. They also bring some animals. Surprisingly few actually claimed as pets though. No matter. I hear that Dark One turned into a corpse golem and started rampaging around, trying to kill the inquisition. I don't mind his goal, just his methods. I need to start on Sub Plan A soon, before he does any other stupid things.

24th Granite: I've noticed that a lot of the delay I'm experiencing is due to the fact that all the food and booze is still in New DoomForests, despite my efforts to make these people haul some up. That, and while there are bedrooms up here, they haven't been assigned to anyone.

It looks like I'll have to forcibly seperate the fort in order to make these guys behave properly. Oh well, plan B calls for it any way. I order some stairs and short hall ways dug, as well as the main stair way altered.





The plan is to have these dug and the main stair way severed at that point. Then a bridge will be put in the main hallway to block transit through there. Not only does this force the people in the upper fort to STAY in the upper fort, if the upper fort is attacked, it can be sealed of from the lower fort, protecting the people there.

7th Slate: The digging is done, I order the bridge there built. I also learn that there is a second access to the lower fort through the upper farms. I order a bridge built there to. I also order a lever built in order to control them. I'll have another built below as a fail safe later.



19th Slate: I notice that the way into the trade depot cannot be sealed in anyway. I decide to fix that by building walls and a bridge around it.



I've also begun designating the digging for sub plan A. I won't have it begun until the upper fort is ready though.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Taupe on March 05, 2015, 10:50:02 pm

Quote

As for the good, there seems to be a mostly complete guard tower out front, presumably for archers to shoot attacking armies from.

The Minister of Not Dying Horribly ordered this tower built, to serve as an aboveground barrack, an armory, and a shooting tower overseing the back-then only used gate. It was never truly completed, thanks to everyone but the mad doctor dying horribly about a

month later. As with everything in this fort, it was sealed with soap to prevent anything from sneaking inside the fort by climbing the unfinished walls.

Speaking of unfinished walls, there is a farming enclave connecting to the upper farms. If you wall it off two floors high, you could have some nice surface plants harvested in there.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 06, 2015, 09:05:38 am

Journal of Dark One

After Drazoth took over the fortress, many improvements have been made. He probably heard about my rampage, and won't be as happy about it as I was, but it was worth it. I searched for the disciples responsible for vampire cult, and saw their gathering. They were preparing for ceremony of freeing the vampire. I came closer to praying dwarves, and whispered:

- THR'ANOK UT KONALISH

I focused on my disciples, and they started to scream in pain. Everyone else escaped terrified. I watched as disciples were dying in agony, dissolving into abyss. Then I entered secret passages. Thinking on my way to the chambers, I realised that there are no more disciples alive. Excellent! Now, I can focus on removing all the traces.

I entered the burnt chamber. I looked at the scattered piles of bodies burned to the bone, and the bed-altar made once by the mad doctor. I will no longer need this place, and the altar. I have decided to to draw a map to this chamber, and leave it under the Taupe's door. Then I looked at what I can take from this room, and saw that there is nothing usable in here. I need a new hiding spot. I waited until the night came, writing down some notes. Then I entered secret passages. I was thinking about best place, and a strange idea came to me. Caverns! The MechaTechno sect is stationed there, but the darkest is under the lantern as they say.

On my way I dropped the map under Taupe's door. I looked at their surface, and saw that they were covered by runes. Probably some kind of power words, bearing a ward for anything evil. I knocked at the door, and went on my way. I decided to enter the caverns from the entrance I once dug myself, and never used it since then. It took me hours to descend to the deepest reaches of the caves. I found a strange rock formation, in which I could make my new hiding spot. I used a power word:

- GVI'ONTHORO'SHAY

And started weaving the raven rod. My hands started to glow with red light, and small lightings were going off of their surface. To ensure that no one would see me, I muttered:

- USHUS ETHOS KHATOS

This made a force field around me that was absorbing all the light. Then, I proceeded to carve out my new base in the rock. After the power word wore off, I translocated myself to the workshop area. Luckily I was still under the cloak of shadows. I translocated some furniture, and teleported back. Then I was setting up myself. When everything was ready, I placed glyphs over the rock, and doors, making so that anyone unallowed by me to come closer, would feel overwhelming pain.

Rest of the day I spent on continuing my research over The Great Beyond, and the raven rod.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 08, 2015, 02:43:58 pm

[OOC] Sorry this is taking so long. My FPS is still hovering around 10ish, and I have been busy lately so I haven't been playing as much as I want. Next week looks like there will be more time for me to play. I hope I can finish my turn. [/OOC]

From the Journal of Drazoth III:

25th Slate: The trade depot protection structure has been built. I order a lever built to control the bridge. It's also come to my attention that one of my allies has entered the fort some time ago. He used a false name, but had his code name listed under his profession. After meeting with this "Dances with Buckets", I confirmed his identity, and have changed the listing in the ledgers appropriately. He is now known as Kronk, Lever puller. I've assigned him to be my agent in Old DoomForests.

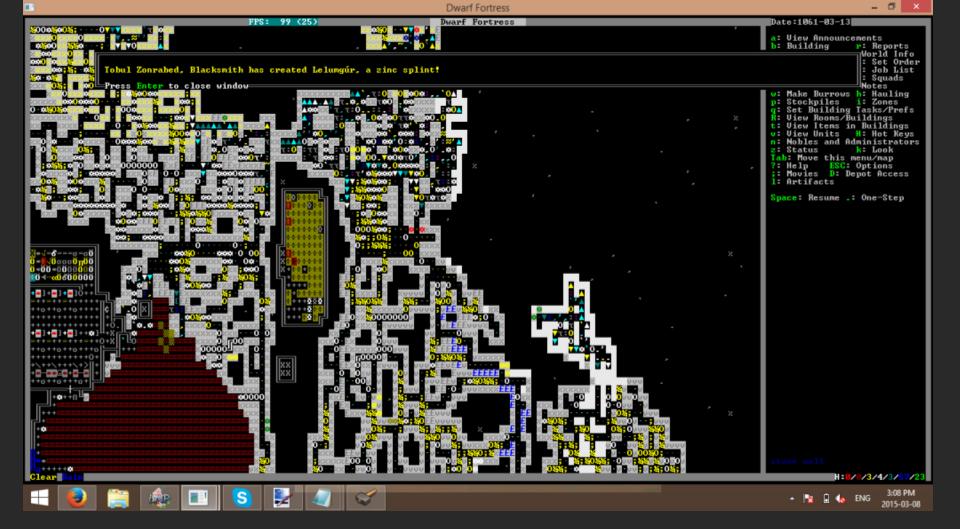
28th Slate: A blacksmith known as Tobul Zonrabed has been taken by a mood. He then claimed a magma forge. I wonder what he'll create.

6th Felsite: The separation lever is finally hooked up to the bridges. I'll begin the separation in a few days.

8th Felsite: The blacksmith has begun his construction.

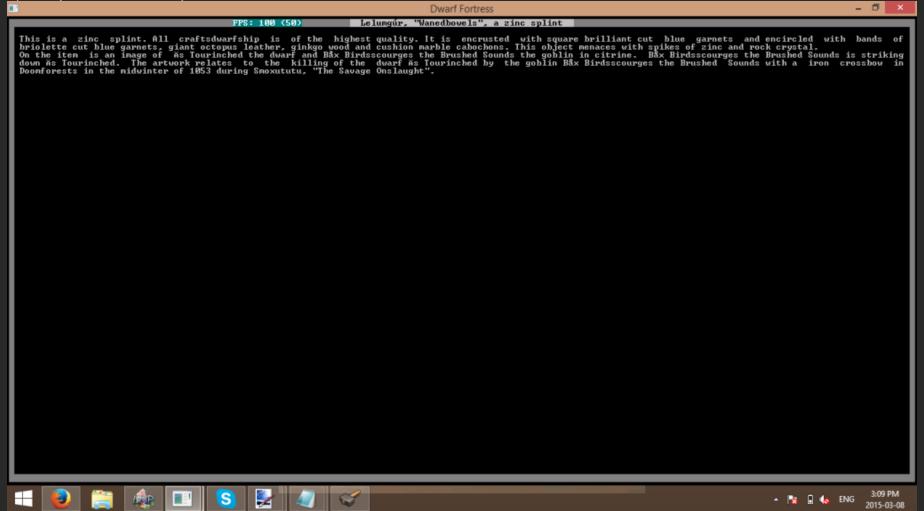
9th Felsite: It has begun. The order is given and people are separating into to burrows. One covers Old DoomForests, the other is the Fortress of Fath. MechaTechno Plan B Phase 1 is now complete. Phase 2 starts once summer arrives. Sub Plan A has been designated fully for digging and will start at the same time as Phase 2.

13 Felsite:



Excellent news. Lets see what the details are...

Spoiler (click to show/hide)



That seems rather morbid. Wait. 1053 was number 1's reign over this place. This can't be a good sign.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing

Post by: mate888 on March 08, 2015, 04:25:37 pm

Quote

This can't be a good sign.

All signs in Doomforests are bad. I don't see why do we act suprised anymore.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 10, 2015, 01:32:44 pm

How's it coming? Any news?

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: PsychoAngel on March 10, 2015, 03:19:20 pm

Not sure if there ever was an answer to my question of there being a well-suited relative of Le Grand Soaper present in the fort. If so, Psycho II needs to be dorfed and titled "Health Inspector" and should come into play immediately. If not, I think we should wait until my next turn is a little closer.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 10, 2015, 03:34:17 pm

I'm working on it whenever possible, but my framerate is very low, so I may only be able to finish most of my turn before time is up. Expect the rest of spring andd some of summer tonight.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 10, 2015, 05:00:55 pm

Ooooh! I await eagerly. ;D

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 10, 2015, 09:17:39 pm

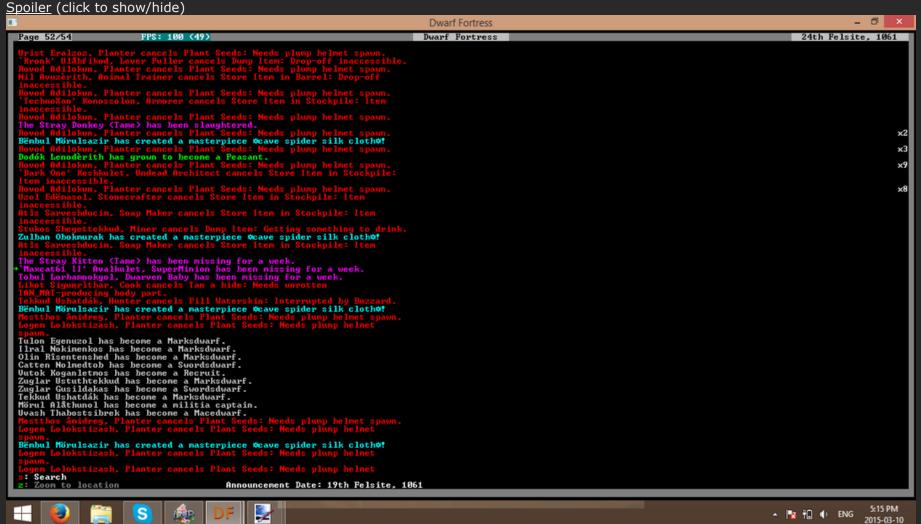
[OOC: Frame rate still bad, will try to update again by friday. [/OOC]

From the Journal of Drazoth III:

16th Felsite: The separation lever has been pulled. I've instructed the miners to begin working on Sub Plan A. Spoiler (click to show/hide)



19th Felsite: I've received word that MaxCat and some baby have been missing for a week.

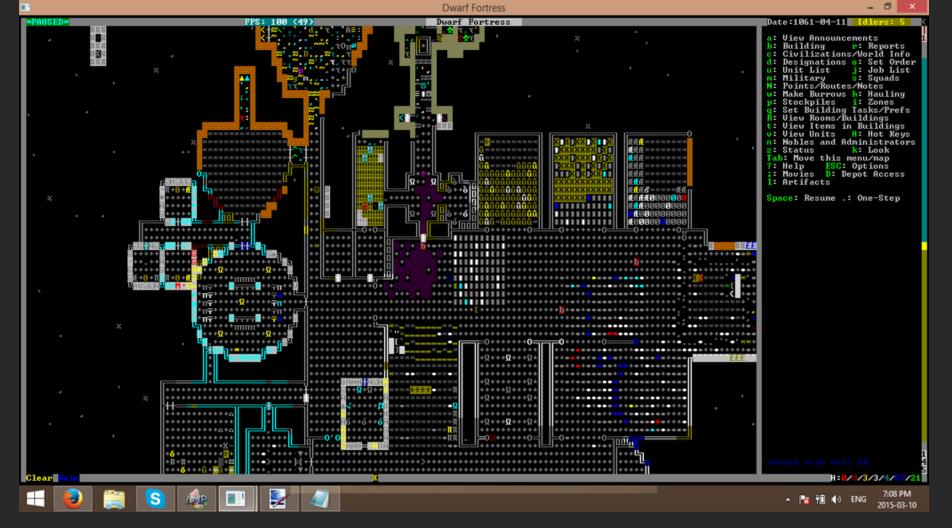


This can't be good. First Dark One starts killing people, then he disappears, and now this. I think I'll pin this on Iamblichos. He's up to something, and I can't allow two rouge necromancers to just wander about. I've ordered the separation undone for now, as I need people looking for MaxCat. Besides, people were complaining that there was no food or booze in ODF, despite my orders for them to haul some up. Idiots.

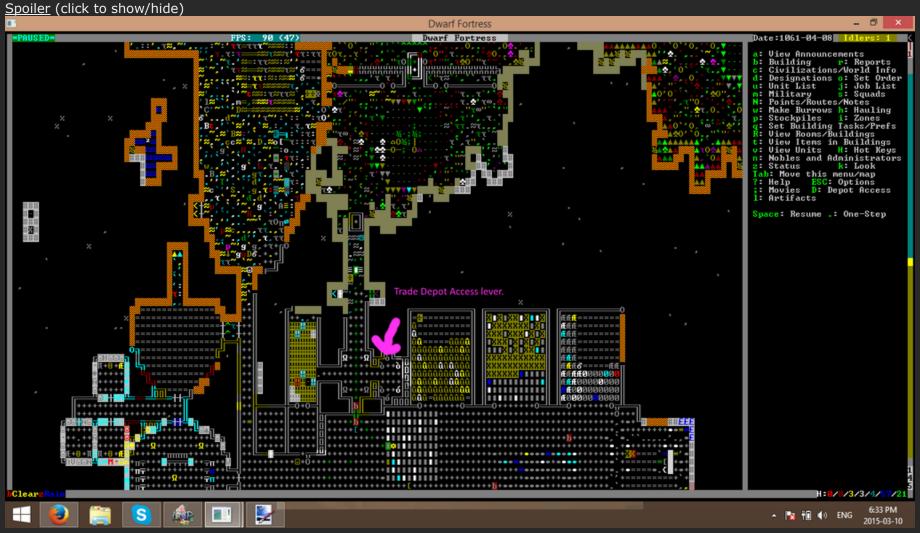
21st Felsite: Some buzzards decide to invade ODF. I mobilized the Scouting Party, seeing as they've been barracked in the tower. They make short work of the birds. Kronk has also reported that Dark One somehow managed to steal a kill in the fight. I wonder how, and why.

1st Hematite: Summer has arrived, and MaxCat has not been located. I am forced to assume that he is dead. Also, I received a rather passive - aggressive note from Taupe, regarding Minister Smunstu. I agree with his idea, though I don't want to know how he learned to speak goblin. I'll integrate this with Sub Plan A.

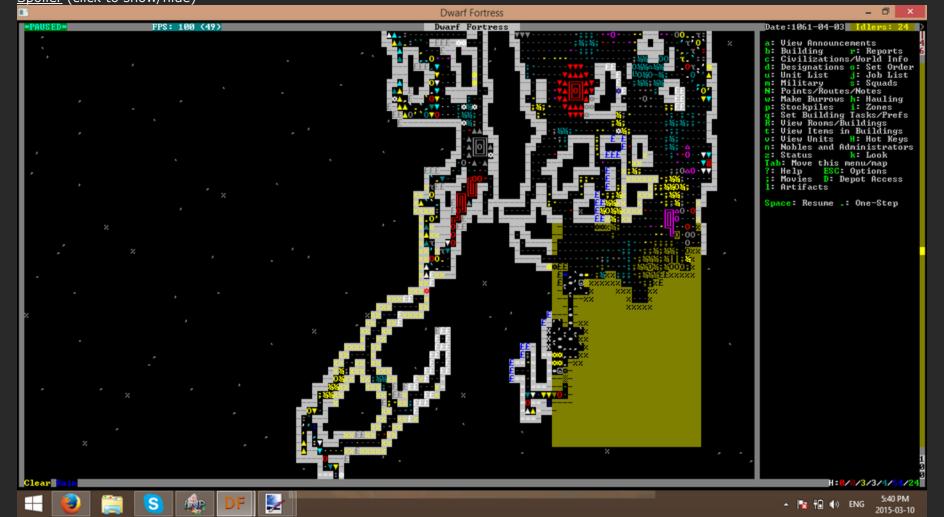
11th Hematite: The damn birds have started rotting in the halls. You'd think someone would deal with that. Spoiler (click to show/hide)



Notes: Location of control lever for Trade Depot protection bridge:



Progress on Sub Plan A: Spoiler (click to show/hide)

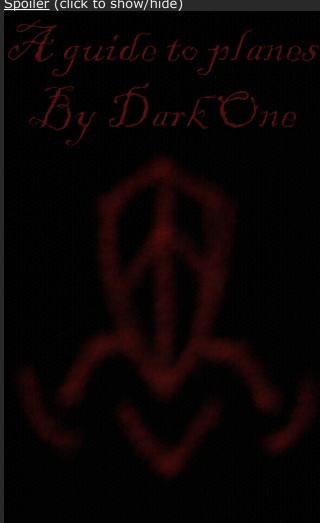


Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 11, 2015, 05:38:02 am

Journal of Dark One

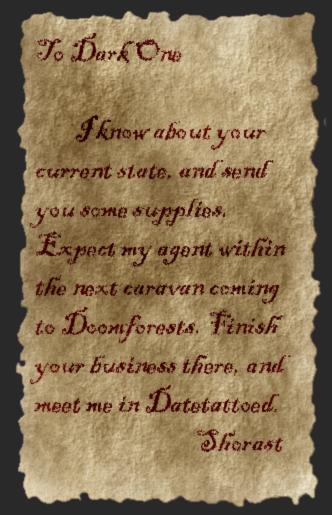
My research was fruitful. I have seen many secrets of The Great Beyond. I've also managed to find out where my essnces end when body parts dissolve. Between the dread Ar'Khat and the great Aer'Khin, a new realm is emerging. This is a bad sign for me. For the days I've been writing down all the informations into a book.

Spoiler (click to show/hide)



I'll make a copy for Shorast soon. Speaking of the warlock, I've received a letter.

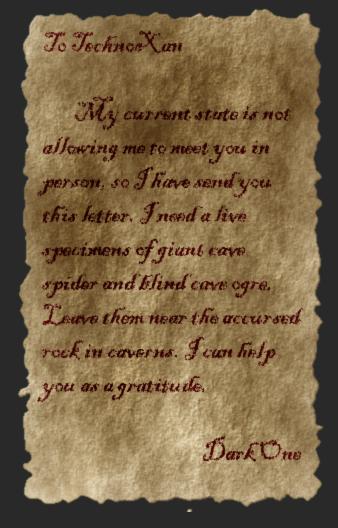
Spoiler (click to show/hide)



Excellent! If I can manage to keep myself from dissolving out, I can receive help from him.

I've found a way to prevent my body from dissolving, but it requires a living creature to die in the process. I heard that some buzzards are coming to the fortress, and that scouting party is sent towards them. I translocate myself in the middle of the battle, and scratch a buzzard in the head in the last moment. I can feel energies flowing within me, and see that my body strenghtens. I teleport back to my hideout.

Continuing my research requires another living specimens. I think that the MechaTechno can help me with this matter, seeing that they have a strong controll over the caverns. I take a bone, and carve out a dwarven figurine out of it. I take a pen and paper, and write.



Next, I wave the raven rod, and the figurine comes alive. I say:

- You know what to do.

The small, bone dwarf goes out of my hideout, straight into the caverns.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: maxcat61 on March 11, 2015, 01:01:04 pm

I sense a "Maxcat III" comeing. Did you check who was on the bridge when you pulled the lever?

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 11, 2015, 03:42:33 pm

Nope, I had everyone in burrows, which I made certain did not include the bridge. Besides, if you were on a bridge, someone would have found the body, since they all raise towards the inside of the fort.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Max™ on March 11, 2015, 04:31:13 pm

Oh dear, I got a bit of the giggles from "and I can't allow two rouge necromancers to just wander about", what do you have against dolled up zombies?

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 11, 2015, 05:42:22 pm

They might interfere with the plan.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Taupe on March 11, 2015, 05:44:47 pm

Rouge necromancers. The day Doomforest became an outpost for the red wizards of Thay.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 11, 2015, 07:58:38 pm

Quote from: Taupe on March 11, 2015, 05:44:47 pm

Rouge necromancers. The day Doomforest became an outpost for the red wizards of Thay.

You'll rue the day you pissed off the rouge necromancers when they bring your kohl pot to life... oh yes, then you'll know.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 12, 2015, 12:22:23 pm

[OOC] Here's the first part of summer. By the way, what's kohl?[/OOC]

From the Journal of Drazoth III:

14th Hematite: A human caravan has arrived. Let's see if they've brought anything good.

17th Hematite: PencilArt has been re-elected as mayor. The humans are still getting down to the depot. They brought **6** wagons. This ought to be good.

21st Hematite: Skaia traded a bunch of useless shit and some gems to the humans for an assload of food, as well as some metal bars I asked for. *The Plan* is in progress.

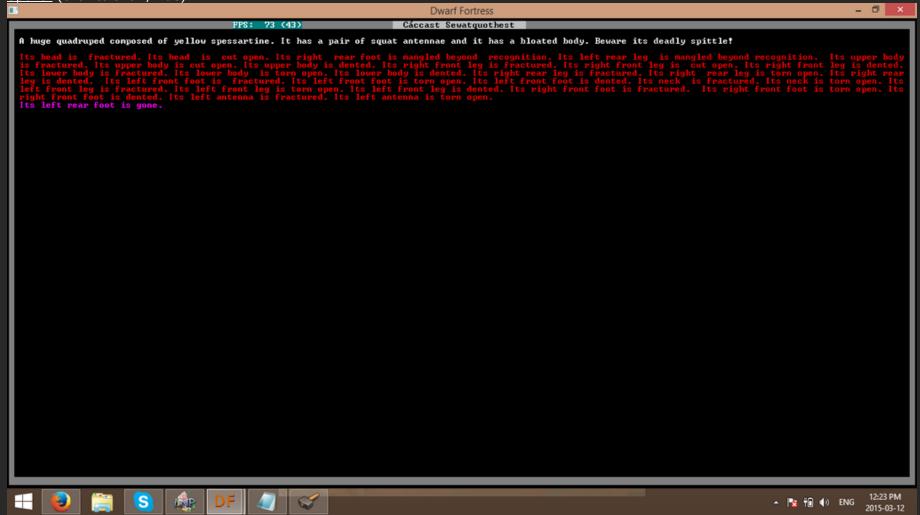
3rd Malachite: 10 migrants arrived today. Population now 98.

11th Malachite: The stone Forgotten One I summoned has been spotted recently.



He's along the left hand wall, on one of the ramps.

It seems badly injured. Spoiler (click to show/hide)



I think it's time to remove this annoyance. I order the military to mobilize and confront this menace.

12th Malachite: A new Forgotten One has been spotted. Spoiler (click to show/hide)



This isn't good. Though, since the vamp is in the army, maybe I'll free him and have him attack the thing. I've also configured the crundle bones given to me into something usefull. I've sent them to locate Dark One. Him and I need to talk.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 12, 2015, 02:10:33 pm

Journal of Dark One

When conducting my research over the other planes, I was interrupted by bone messengers composed of crundle bones. Drazoth wants to speak with me. I told those pesky creatures where I would meet with him, and they go back. Seeing that it would take them some time to reach him, I continue my work for a while.

After a while I go to the meeting spot. On the shore of the lake. I put a ward upon this place, so no pond grabbers or reachers would appear. After a while I see someone coming. It's Drazoth, with his way lit by many mysterious runes. I say:

- You wished to see me?
- Yes.

He comes closer, still keeping relatively safe distance.

- It's come to my attention that you've gone on a little rampage a while back, and I just wanted to know, why? Why draw so much attention to yourself? I was under the impression that you wanted to keep a low profile.
- Inquisition made a trap against my cult. I was enraged, and probably shocked. I wasn't thinking clearly. I removed all the ties with the cult and necromancers, and moved to the caverns.
- I see. Now we've just got the whole fort thinking we've got a Forgotten One made of dead bodies in the fort. I suppose it's an improvement.

I say with a mockingly tone.

- It always could've been Forgotten One made of steel.

I spotted some irritation after my words. After a small pause I say:

- Are you interested what happened when I was out of dwarven sight?
- Yes, I was wondering what you've been up to. Do enlighten me.

I share some of my notes with him. After a while he says:

- Thank you. This shall definitely be useful. Now, there's a problem. Iamblichos has hidden himself away, and I know that he's been in contact with someone. Whoever it is, is not very good at hiding their communication magic, which is something I learned as a child. Do you have any ideas as to what he's up to?

I share some of my thoughts about the dwarf. Drazoth seems worried if Iamblichos can be any threat to his plans, but I definitely see a doubt about it in him. I break the silence after a while:

- I also need to mention, that an agent of my... friend arrived with this caravan.
- Very well. Who is this ally of yours, why are they here and can they be trusted?
- I do not know his name, and I don't know if he can be trusted. If he'll be any threat to your plans, I will deal with him. This time, in a much more subtle and secretive manner.
- Very well. Oh, and before I forget, do you still require that tower? I intend to build it regardless, but I need to know if I need to include your needs in it.
- I... don't know. My body still dissolves, but I have found a way to regain it. It requires someone, or something to die in the process. That's why I stolen the kill on that buzzard a while ago. If my research allows me to....
- Well, keep me in the loop. Until next time.
- -Farewell.

He turns back, and disappears guided by the faint light of runes. I decide to go on, and meet with the agent Shorast sent.

After a short walk through the abandoned passages, I managed to reach the depot. I watch as the traders argue with the broker, and notice something strange in one of them. This must be the agent. I give him a sign, and we go to the place where no one can spot us. He says:

- You're the Dark One?
- Yes. Have the supplies finally arrived?
- We couldn't send you too much, but this should be enough...

He quickly takes a dagger into his hand, and attacks me. I dodge away from his stab. I take my carving knife. Should we fight someplace else, I'd use some of the more noisy, and destructive spells. I charge at him. He seems surprised by the ferocity of my attack. With a quick slice, I tear apart his tissue. He managed to stab me in the left arm, but no blood poured of my empty veins. I charge at him again, trying to stab him in the chest. He dodges away, and slices me in the left shoulder. I shout:

- THAT'S ENOUGH! YOU'VE GOT THIS COMING!!!!

I take the raven rod in my hand. I chant E'N'SOLOR IKLEF UVN'AYTH. Necrosis starts to attack him, and chunks of flesh start to fall off of him. He dies in agony. I could see regret in his eyes. Then I ckeck his body, and find some letters. I'll read them when I'll reach the safety of my hideout.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 13, 2015, 10:09:48 pm

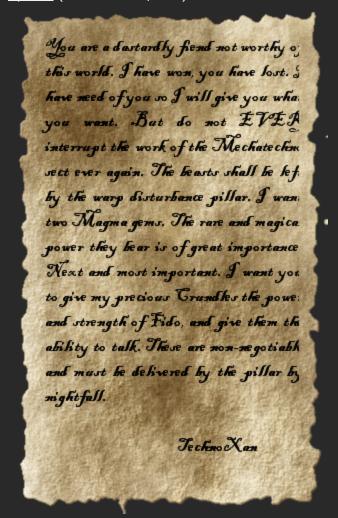
Codex of TechnoXan, Master Engineer of the Mechatechno sect
The plan is going well it seems. Muahahahaha!! 8) Thanks to Dark One for helping me write some of this. :)
Entry 1:

I have burned the old journal and here, the Codex, is where I will document the Mechatechno sect. Construction of the new base is almost complete. I expect it shall be done in the next two days. My work on Mecha plan E is progressing well, but only on a small level. Drazoth III Is working hard on plan B and It is nearing completion! Doomforests shall finally be secure from its foes around the world. I am already designing traps for use in Mecha plans A,D, and C. One of the acolytes while locating some steam geysers was chased by a horrific beast in the terrifying twisted shape of a Termite! I immediately put a Crundle escort to go along with the exploratory searches. We need to continue to search for geysers, animal packs, and architectural opportunities.. I need the Politica plan B to be completed more than ever. Magma gems have proven even more elusive than I predicted. The caverns are protected by the Mechatechno sect, I cannot allow these forgotten beasts to infest the territory! Already a strange pillar of faintly glowing rock has been discovered deep in the caverns. It didn't used to glow. I sent Zurek to take a surface sample and I saw with my own two eyes as Zurek was hit with excruciating pain. He was thrown back several meters and crashed into a boulder. I brought him back and applied some semi-cool magma packs. He is better but he still is having phantom pains in his heart. He may need serious surgery. The poor Dwarf. I ordered no other acolytes or Crundles to come near the pillar. I took some magma tests near it and it cooled then melted then floated out of the containment slab! Magic is at hand! I have dubbed it the warp disturbance pillar. Strange things are happening in Doomforests.

Entry 2:

By Amok! I have received a letter from my mortal enemies Dark One! This demonic beast dares send me an Armok blasted letter!? He dares ask me for help!? Well, I do need those gems. And, oh. Maybe he could. No. Preposterous! But he could do it. He could give my Crundles the power of speech! Then my preciouses could speak Dwarf! After that there is no way anyone could call these beautiful creatures savage beasts. Then they could be my little minions as well! The Crundle population is at least two times the acolytes I have now! The small scale plans will be completed in no time! But I must keep it a secret from these simpletons that populate Doomforests. They might strike out at the sect. I take out my pen and a piece of paper and write.

Spoiler (click to show/hide)



I give it to Urel, a newly trained messenger Crundle, and tell him to go to the warp pillar. What is Dark One planning? I will find out one way or another. I now know he has some connection with the warp disturbance pillar, these are MY caverns. I must find a way to bypass his dark magic! He will pay for his intrusions. Maybe when Politica plan B is complete. I am heading to Drazoth III's suite right now, we need to talk now.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 14, 2015, 04:14:17 am

Journal of Dark One

While continuing with my research, I heard a strange noise outside my hideout. I saw a crundle that tried to pass near my rock-house. It was carrying a letter from MechaTechno. I translocate the crundle back to its base, and enter my hideout. I place it near the letters found with the agent. He was in possession of all the letters I written. Maybe Shorast wants to get rid of me? Or someone killed him? I don't

know. Interestingly, the letter from TechnoXan included a statement "I have won, you have lost." Could it be that he was the one who sent the agent to kill me?

I went outside to nearby rock wall and carve out a slab. I carve inscriptions on its surface, and a rough sketch of crundle, and then infuse it with energies. This should be enough to fulfill TechoXan's needs. I come back to my hideout, and see that MechaTechno agent is waiting for me, caged creatures behind him. I come closer and say:

- So you have delivered me what I need? Excellent!
- The Master Engineer told me to take his orders first.
- Ah, yes! Take this slab. This should fulfill his requirements. As for the magma gems....

I take the raven rod in my hand. The agent prepares to attack, thinking that I would try to kill him. I translocate a bag, and then create a pair of magma gems. The objects emanate with red, eerie light. Energies are flowing within it, making even me feel its temperature. I give the bag to the agent. And say:

- This should be enough. Now, begone! I have to continue my research!

I change the ward so it would allow caged creatures. Then I take the cages to my laboratory, where I can experiment upon the giant cave spider, and blind cave ogre.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing
Post by: Iamblichos on March 14, 2015, 07:45:05 pm

Iamblichos' Journey: It's a Secret

Amazing, Iamblichos thought to himself. At one point I found these halls disturbing. He paced behind his grandfather through the passages of Sanctumcoal, passing undead cleaners and errand runners as they walked.

"So, my boy!" the elderly dwarf exclaimed. "Are you ready? A great day, if I do say so, a very great day indeed!" They rounded the corner to see all the assembled nec... Researchers, Iamblichos reminded himself sternly. They... WE... are Researchers. Not the N-word. Dwarves and humans, all standing together. Their costumes were different, their features were different, but somehow in the greenish light it became obvious that they shared something greater. Goden and Logem, Inod and Zefon stood at the corners of the table, as grandfather had said they would. They were his sponsors in the Rite, though his official mentor would be the human Song Wickedpine. Elaborate divinations had been conducted to determine where Iamblichos would best learn, and Song had been the clear result. Ezum cleared his throat and bounced on his heels.

"Researchers, apprentices, teachers, and most of all, my dear friends." Pulling out all the stops, the old dwarf was using the amazingly archaic formal mode. Of course, for him, it was probably still current when he was alive, but still... "Today, no more pride could be mine than if my feet stood on a mountain of gold that reached from the Realms Below to the sky itself. Ezum Wheelscalled hight I, scion of that race that..." His voice droned on and on. Iamblichos could feel his stomach trembling with nerves. The ceremony was long and intense, and having Ezum state everything in excruciating detail using the formal speech was taking a long time even by dwarven standards. Even Song looked relieved when the old dwarf finally wound down. "... Now, let the Candidate stand forth and cite his lineage!"

Iamblichos stepped forward and spoke for the first time. "I am named Iamblichos, called Lettervises in this shape, and Fountainhand at my birth. I am the son of As Tourinched, son of Kogen Labordells, son of Id Helppaddles, slain in the flood, son of Udib Cobaltburied, who slew the great troll, son of..." The lineage he had learned spooled out into the silence. Even the zombies seemed quiet, listening; the hush of the tower increased, closing in on the deep inner room where the mysteries were in progress. "... son of Cog Geniuspages, son of Ezum Wheelscall, who stands before me now." Iamblichos expected his ancestor to look proud at this long line of descendants; instead the old dwarf looked vaguely disturbed. Perhaps the years sank in when the list was told in that way. Not for the first time, Iamblichos wondered if this were really a good idea. Not much point in wondering now, though, he thought sourly. There's only one way out of this room.

Tikes Sprinkledtrampled came forward, carrying a bundle of giant cave spider silk. Wrapped in that silk was the slab from the Times Before. When he looked upon it, the Secret it contained would be his; the transformation would be complete. The pile of bones on the plate currently on the altar would be his first revenant.

The dwarves began a deep-throated chant; the humans caroled a counterpoint in tenors and contraltos over the bass rumble of the dwarves. From behind Iamblichos, a cloth suddenly appeared and wrapped around his eyes as a blindfold.

"Atol kest ne?" Song's human voice sounded odd speaking old Dwarvish. What do you seek?

"Muzzag!" Knowledge. Always.

"Atol kest ne?"

"Muzzag!"

"Atol kest ne?"

"Muzzag!"

"To seek is to be awake. To awaken is to know. To know is to be enlightened. To be enlightened is the desire of all wise ones. Come then, and be enlightened, and become wise." The blindfold was ripped off and Iamblichos' head was seized from behind and pointed at the slab. It was a chunk of some unknown rock, carved with ancient symbols with what looked like someone's finger... the rock was melted and the symbols dragged into it like a finger dipping in mud. Iamblichos attempted to read the symbols; from everything he had been told, the symbols basically read themselves to you, unfolding into your mind as soon as your eyes touched them. That didn't seem to be happening. There was... nothing.

"Well my boy, raise your first servant!" The old dwarf chuckled, waving at the pile of bones.

"I..." his voice cracked. "I... don't know how."

Two hours of increasingly frustrated ceremony later, nothing had changed. They had tried additional bindings, fragments of other ceremonies, even performed something called Ngusmu's Ethereal Stitching that made Iamblichos feel like the marrow of his bones was on fire. Nothing made much of a difference; the symbols remained mute scratches on an old rock. Tikes sat wearily on the altar stone. Ezum stood beside him, arms crossed, scowling furiously. Song had long since given up and left, as had most of the other humans - their part was done, if anything was done.

"How could it not work?!" Ezum shouted for the hundredth time. "It's NEVER not worked! It's a slab! It's a secret! It ALWAYS works!"

Tikes shook his head wearily. "I told you, Ezum. We should have known when the bindings went awry. We just aren't paying attention; every step of the way, we've found more things we don't understand. Something about him being in ongoing possession of another is breaking the link. If he saw it in his own body, it would work; if the dwarf he is possessing saw it in his own body, it would work, but the boy seeing it in someone else's body just doesn't seem to have the metamagical resonance to awaken the symbols. We've never had a Researcher born in this circumstance... we are once again in completely untested waters." He stood up and patted Iamblichos on the shoulder. "Don't worry my boy, we'll figure out what went wrong, we just need some time." With that, the old human walked out of the chamber and left Iamblichos alone with the fuming Ezum.

"But... but... how...?" Iamblichos' mind was numb. "What... am I supposed to do now?"

"How the bloody hell should I know?" Catching himself visibly, the old dwarf stopped and shook his head. "Look... just go back to Doomforests for now. We need to do a lot of work, obviously. We'll figure it out, just be patient."

Back... to Doomforests. Iamblichos wasn't sure whether to laugh or cry.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 16, 2015, 08:24:47 am

Hey Drazoth, how's it going? We're closing in on the two week mark:)

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 16, 2015, 10:40:24 am

It's going slowly. I think I'll be able to finish summer, but I doubt that I can do the whole year, unless I suddenly get a much better computer. On the plus side, things are happening in game that should make for some interesting writing material.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 16, 2015, 12:40:38 pm

Yesssss! I've been looking for some good in game journal material. :D

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 16, 2015, 01:45:58 pm

Quote from: TechnoXan on March 16, 2015, 12:40:38 pm

Yesssss! I've been looking for some food in game journal material. :D

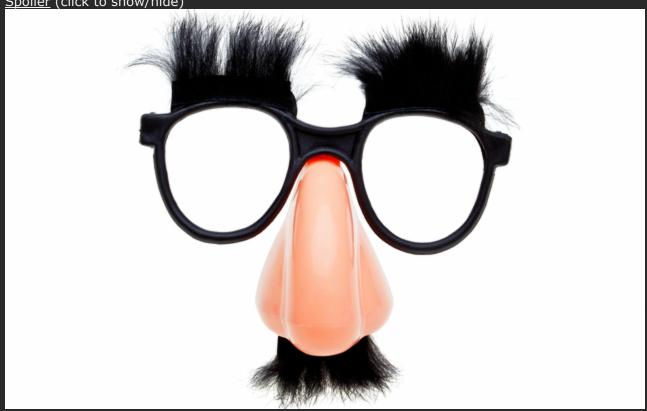


Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 16, 2015, 05:14:39 pm

Inquisition's headquarters, New Doomforests

- -*sigh*. Faking my own death is boring.
- -Sire!
- -What do you want, Mothram?
- -I devised a way for you to manage to get out of the headquarters without being discovered!
- -Really? Show me.
- -I present you..... THIS!

Spoiler (click to show/hide)



-So, what do you think?

-Get out of my room, Mothram!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 18, 2015, 06:53:39 pm

The Bay12er gestures!

The thread shudders and begins to move!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 18, 2015, 09:03:09 pm

Haha, I have noticed it's stagnation. (I check it a lot but mostly wait to type) I am waiting for the update because I like to keep my RP based in at least some form of actual DF playing. When it does come though I hope things speed up, this is BY FAR my favorite succession game! :D

Beware the Crundle, it learns.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Taupe on March 19, 2015, 08:42:31 pm

https://fumbbl.com/FUMBBL.php?page=team&op=view&team_id=799150&displaymessage=Bio%20Changed. (https://fumbbl.com/FUMBBL.php?page=team&op=view&team_id=799150&displaymessage=Bio%20Changed.)

In his spare time, Minister Smunstu likes to play sports.

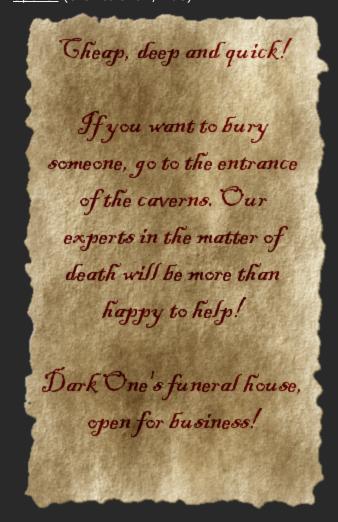
Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 20, 2015, 10:28:22 am

[OOC] I wanted to post it after the overseers next post, but seeing that the thread is a little stagnant... [OOC]

Journal of Dark One

My research met with a dead end. I need bodies, lots of them to continue it. The times when you could just go, take a random corpse and no one would think that it's suspicious are over. But what to do? I know! I take a pen and paper, then start to write.

Spoiler (click to show/hide)



Next I wave the raven rod, copying it, so I have a huge pile of them. Then I chant:

- NONOTG KHEJ UTL

And the notes disappear. Forces I called should give them to every dwarf in the fortress. This might grant me some bodies.

I look at the giant cave spider and the blind cave ogre brought to me by MechaTechno. I put a ward on them, so they won't attack me. I take a flask full of acid. First I take the spider to the table, and using raven rod I make it unconscious. Then I proceed to dismember the head from the body, still keeping it alive.

Next I take the ogre, do the same as with the spider, but dismember its hands instead. I place them back in their cages. I weave the raven rod, and set a spell on the cages that should keep them alive, regenerating.

I take the dismembered parts and whisper:

- Doomed by Nifih shall revel in darkness!

Then the transformational process begins. I feel strong energies flowing within me. Dismemberd body parts start to float. They emanate with mysterious light. For the first in a long time I feel the warmth. The arms of blind cave ogre start to grow into my body, giving me two additional, muscular hands. My legs and lower body melt, and spiders body grow within me.

My transition to new form is over.

[OOC] I think I should look like this.



[00C]

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing
Post by: mate888 on March 20, 2015, 03:23:35 pm

Journal of Mate the 888th

A paper appeared magically in my hand this afternoon and I couldn't help but to laugh histerically. Spoiler (click to show/hide)



For Armok's sake, does he think we are STUPID?!

I think it's time for our comeback...

-Likot, what I am going to ask you may be kind of profane, but I'll need you to go to a fairly recent tomb, open it, steal the corpse and replace it with a bunch of dead kobolds, so if someone lifts the coffin for some reason, the weight will be pretty much the same. I know that profaning a tomb is sacrilegious, but it's for a greater goal. Armok will forgive you, I'm sure of it.

Hours later, Likot came back with the corpse.OI

-Good. Now, while Feb, Kulet and I do the dirty work, you, Kogsak and Kogan go search for a decent room in Old Doomforests. We will have to move after this.

We proceeded to open the dead dwarf and to introduce a sporewood barrel filled with qinua beer inside of his abdomen, the same size of the barrels used by the kobolds. So he would not look abnormal, just fat.

Then, we placed a booze-soaked wick in the barrel, going out of it and exiting through the dwarf's... Pooper... It was not a very practical place, but normal people would not look up there.

The wick is long enough as to get through the pants, so it may catch fire either when Dark One takes him close to his firepit (he surely has one, the caverns are cold and he is living there like a Troglodyte, so he would need that to illuminate himself and get warm. If not, it may burn while the corpse is revived (is magic flammable?, I don't know). Or when it turns into a zombie, maybe stumbling into a fire. Zombies are very dumb after all.

We patched the corpse up and we dressed him back up, so the stitches could not be seen.

It has a very big chance of failing, but we have to try.

Also, just to make sure, I'll send Kogan, the sneakier of us, to wait hidden until Dark One comes to take the corpses. Unless the rumors of his teleportation are true, I don't think he would use them unless he knew somebody was following him. And we are assuming that he thinks that the Inquisition is destroyed and the MechaTechnoists are doing their thing, so Kogan may be able to tail him into his cave and get back to tell us where it is.

Of course, if we attack him, he may attack back, making him kill us all. So we must change our base and not act so official about it. Getting a secret room in Old Doomforests to live and make the actually important stuff there, while leaving our old base here as "bait", maybe to give speeches and go to for lunch or something so it doesn't look like its deserted.

It would be easier to blame the MechaTechno sect for this attack, but we aren't such dishonorable rats... Not yet atleast... It's not convenient.

Also, those Crundle-shaggers may get a bit upset if they see us in their caves, but we are helping them kill their enemy after all, so it shouldn't be that bad, should it?

Well, our plan is ready. Mothram will go to place the corpse in the cavern entrance, and Kogan will wait, hidden.

The Inquisition is back, baby!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 20, 2015, 05:06:05 pm

Journal of Dark One

My transformation was a big step towards completion of my research, though I still can't get used to spider legs and two more hands. I need to check if the funeral house plan is working. I crawl out of my hideout. As I venture through the caverns the blood slowly stops to circulate in the new parts. They are accommodating to their new host.

As I go closer to the entrace, I realise that I can't show up to the dwarves as a spider-like abomination. I use the raven rod to change my appearance. Then I go on. As I come closer to the entrance I see a few dwarves. They asked about the price. I took them for free. This might look suspicious, but I've just told them that it's a special offer for first few customers. They believed.

One body seemed weird. There was no one that brought it there. Great, no one would look for it. I take all the bodies, as I'm halfway to my hideout I feel strange turning in the energies. Translocation would help me with this matter, but I decided to ignore it. Probably a crundle of MechaTechno scouting the area.

I put the corpses on a pile. I take a dagger warmed a little by ominous forces I called, and I started to prepare the corpses fo a ritual. The strange disruptions of energies are still close, though just outside of the protective ward over my hideout. I slice the chest of the corpses open, place a rough, black rock inside of it, and then infuse the rock with energy. The same step I follow for each of them.

As I slice the weird corpse, I have troubles with opening the chest. I gues I'll just incinerate it.

In a few seconds the liquid starts to burn. Pressure raises inside of the wooden barrel, and the corpse explodes, shredding me into pieces and collapsing my hideout. This time however... I could see it. I saw it all when I was dragged by mysterious forces. Dragged to another realms. The transition... the vastness of it all.... just inconceivable!

As I floated in the empty space composed of pure energies, I felt strange. The warmth was flowing through me, forming limbs and then a flash. I have awakened, buried uder the collapsed rock. Only a matter of time until I'll come back to Doomforests, and haunt these accursed halls from beyond the grave.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 20, 2015, 07:44:49 pm

Codex of TechnoXan, Master Mecha Engineer

OOC: Dark One, good idea. Wouldn't want the thread to slow down too much until the update! :D

Entry 3:

By the all mighty blood god Armok! This is a miracle of magic if I have ever seen one!! My beautiful Crundles have been blessed by magic. They can speak! Urel himself came back with the precious Magma Gems and he actually told me about it! Although I fear what Dark One will do with those poor creatures. All creatures of the caverns are important both to the sect, myself, and to the cavern ecosystem. But by Armok they can speak! Fido is now not only my body guard and confidant but now he is my right hand man. My aid and construction leader Zurek has informed me that all of my precious Crundles are able to speak verbally as well as through writing. All except Fido, who is amazingly intelligent, are still only have rudimentary intelligence but they can still follow orders and have a limited improvisation ability. I am still studying the magical effects, it appears as if the very vocal organs have changed! They are still small though. Their skill (might) make up for that though. The base renovations are now complete as my workforce of six acolytes and Zurek more than doubled as I put twelve of the even stronger than normal of my special bred Crundles on the job. I think our security program could do with another upgrade and put a Crundle soldier patrol of four on a route leading through a small part of the caverns in which I have started to build a small steam powered mill. It will power our magma river, used for both decoration and research. That blasted inquisition is active again! I thought the grand inquisitor was dead. Bleeding idiot, I knew he would kill himself sometime. Messing with basically every cult, sect, and power hungry rabble in all of Doomforests is just stupid. I will need to take action soon, maybe some booze bombs. I have around thirty in my explosives room.

Entry Four:

Ogre teeth! A huge boom echoed across the entire cavern today! The accursed warp pillar is billowing smoke and has collapsed! I saw with my very own eyes, a faint glowing purple light floated up throughout the caverns. Magic is at hand! I am doubling the Crundle guard. My acolytes each lead a squad now, their leadership will be needed. Whatever Dark One or even Mate are planning, we will need to be protected. This is across the line. The assault will commence soon. The Politica plan B is so close to being finished. If I can just refine the steel-copper alloy to channel the Magma Gems power! I have been able to recharge the gem in actual magma though so I am almost ready to charge the launcher. Its Obsidian-Silver alloy is able to hold up against even the hottest magma. If only I was free of petty distractions such as the inquisition, I could finish Mecha plan F all on my own. Alas, when the Politica plan B is complete I won't even have to worry about my nefarious foes.

OOC: Sorry for the long gaps in between posts, math (SO much homework!:'() is hitting hard but I will try to actually be consistent now.:) So yeah dont worry, you will all know my super secret Politica plan B by probably early tomorrow.:D

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 20, 2015, 10:16:37 pm

Kogan followed Dark One as pulled the corpse-filled wheelbarrow to his little cave-inside-a-cave. Then he waited. -Oh, Armok dammit! Will you blow up alre--

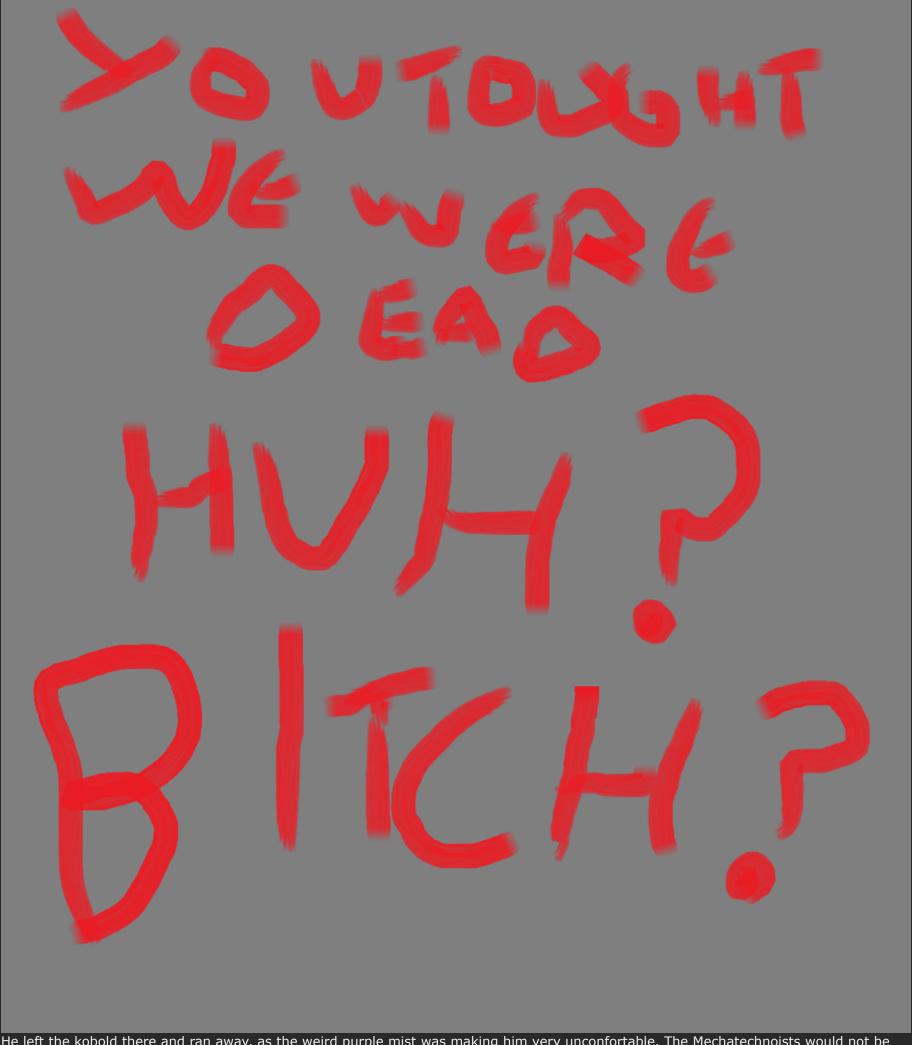
BOOM!

Kogan flew towards the wall because of the explosion, hitting it hard.

He woke up minutes later, and he saw how a section of the cavern had collapsed.

-WOOOOOOOOOOOOOOOOOOOO! TAKE THAT, PAGAN! YEAH!

He then proceeds to write in the floor with kobold blood:



He left the kobold there and ran away, as the weird purple mist was making him very unconfortable. The Mechatechnoists would not be upset if we make a bit of the cavern explode just to kill an enemy of all living things, right? Dammit, the purple smoke was getting closer. He had to run.

Spoiler: To Dark One (click to show/hide)

If you want you can just possess the priest or of the dead kobold, I mean I'm sure killing you isn't as simple as blowing a dwarf up.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on March 21, 2015, 04:08:13 am

Quote from: mate888 on March 20, 2015, 10:16:37 pm

If you want you can just possess the priest or of the dead kobold, I mean I'm sure killing you isn't as simple as blowing a dwarf up.

There's no need to possess anyone. I'm lying in the open space under the collapsed section of the cavern. I'll just wait until more crazy times would come, and after finding the message, strike back.

Also, the ward over the place is still active, so no one can come closer to the collapsed hideout.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 21, 2015, 07:38:42 am

Hey Drazoth, not to be pushy, but yesterday was the 2 week anniversary. How's it going?

EDIT: Helps if you spell people's names correctly... le sigh.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 21, 2015, 12:52:00 pm

Summer is done. I'll post it and the save today. Sorry for taking so long, but I've been very busy with school. That, and for a while my FPS was down to **3**. At least there's exciting things in this post, so there'll be plenty of things to write about.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 21, 2015, 01:53:05 pm

Yay! Can't wait Drazoth! :D :D ;D

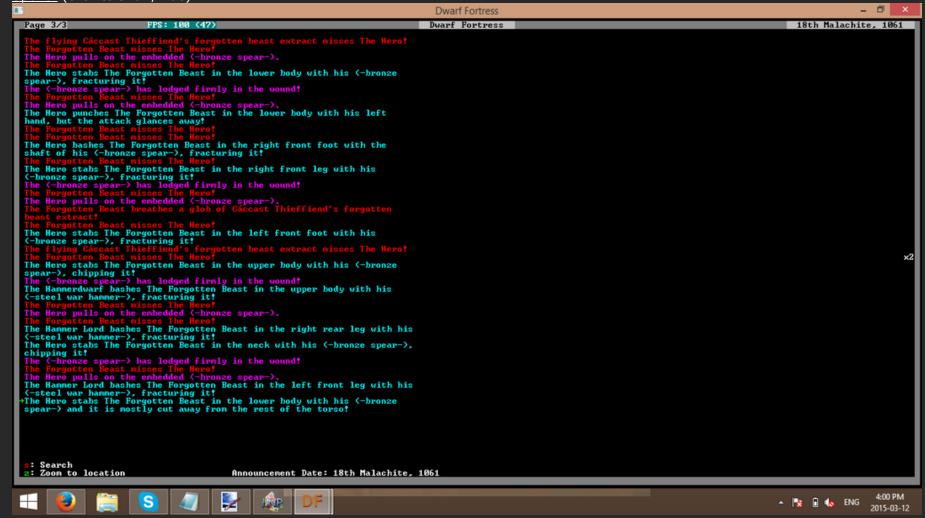
Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 21, 2015, 09:43:18 pm

[OOC] Sorry this took so long. Life got busy, and it doesn't look like that is going to change. That, and my computer could not run a fort this messy at a decent speed. Oh well.[/OOC]

From the Journal of Drazoth III:

18th Malachite: Word has reached me that the stone Forgotten One is dead! He was not as badly hurt as I thought, but it seems that didn't matter much. I was informed that a brave dwarf known as "The Hero" was the one to slay the beast.

Spoiler (click to show/hide)



If I could, I'd make him a baron. In other news, I'm told the electrum goods I ordered, could not be made, and that we were nearly out of gold and silver. I know that there's a few veins of silver around, so I have some dwarves stop digging for Sub Plan A and divert them to this.

It's just as well, for Sub Plan A to make more progress, the masons need to put in some floors, so this gives them time to do that.

25th Malachite: I have received word that Mate the 888th has been missing for a week. Likely the result of Dark One's tantrum. No matter, this should weaken the Inquisition a bit, not to mention that this helps keep him out of my way. Now that we finally have some silver ore, we need to get some gold. I know there's some around here some where, but I suppose I'll just leave it for now. The masons have gotten some of the floors in so I'll put the miners back to work on Sub Plan A.

8th Galena: I've been informed that Kadol Bufutavus, one of the miners, has been missing for a week. This is annoying, as I need all the miners I can get. Oh well, I'll just assign someone else to take his place.

15th Galena: I have received tremendous news. Adamantine has been discovered in DoomForests!!! Spoiler (click to show/hide)



Not sure how the hell someone spotted it, as the only line of sight to it has dozens of Urists worth of magma in the way. At any rate, I doubt that it's a good idea to mine any at this point in time. While it would greatly accelerate my *plan*, the dangers that come with it may be to great for the fort's army to handle right now. Also, I've been told that Fikod Fikodison, a fishery worker, has been missing for a week. Damn, that's the guy I had replace Kadol. Something tells me that this is not just some random losers just wandering into the caverns and dying. Somebody's trying to sabotage Sub Plan A, and Iamblichos still hasn't been sighted. This can't be good.

17th Galena: More bad news. I've been told that Sigun Onshendishmab, Master Mason, has been missing for a week. **Damn it**. I know he's mainly a mason, but he also does some mining, and he's been doing a lot for Sub Plan A lately. Why do only useful people go

missing? I've instructed Kronk to start spreading rumors about Iamblichos's involvement with this. Once he's done that, he's to start monitoring the area around Sub Plan A. In other news, since I can't divert people from Sub Plan A to mine gold, I've taken a look at our stockpiles of metal and ores. We seem to have a lot of aluminum lying about. While not as valuable as electrum, it will suffice for my purposes. It seems most of it is in Old DoomForests, so I order it smelted and made into crafts at the metalworks there. Fuel is not a problem, as I've had the wood furnace there making charcoal for a while now, so there should be plenty. Wood is not a problem either, between the underground trees cut down to make room for Sub Plan A and all the ones one the surface, we have plenty of wood for now. I've also ordered a halt to most food production for now. We have enough food to feed the fort for at least 3 year or more, migrants included. I've left one dwarf for brewing, butchering, and farming each, just in case. This should stop the constant whining about not having any seeds.

[OOC] There actually aren't any below ground seeds in the whole fort, Only above ground ones. I've also ordered all the farms save the one in ODF to not have anything planted in them for now. The job cancel spam was a total pain in the ass, and doing so helped my FPS a bit. [/OOC]

I've also ordered cloth production to stop for now. We have enough of that as well. All the free hands liberated by this will either be made into miners to replace the missing ones, or haulers, to get rid of all the crap marked for dumping that's still lying around.

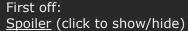
22nd Galena: Stukos Shegettekud, a miner, has been missing for a week. I'm starting to get fed up with this bullshit. Something needs to be done about this. While I still don't know what's happening, I know for certain that no necromantic spells have been cast for a while. Dark One seems to be more concerned with remaining in this realm, while Iamblichos still hasn't been sighted. Right now, he's the prime suspect. Even if he isn't to blame, he's still connected to SanctumCoals, thus poses a threat to me and the whole fort. He will be dealt with, sooner rather later if I have any say in the matter.

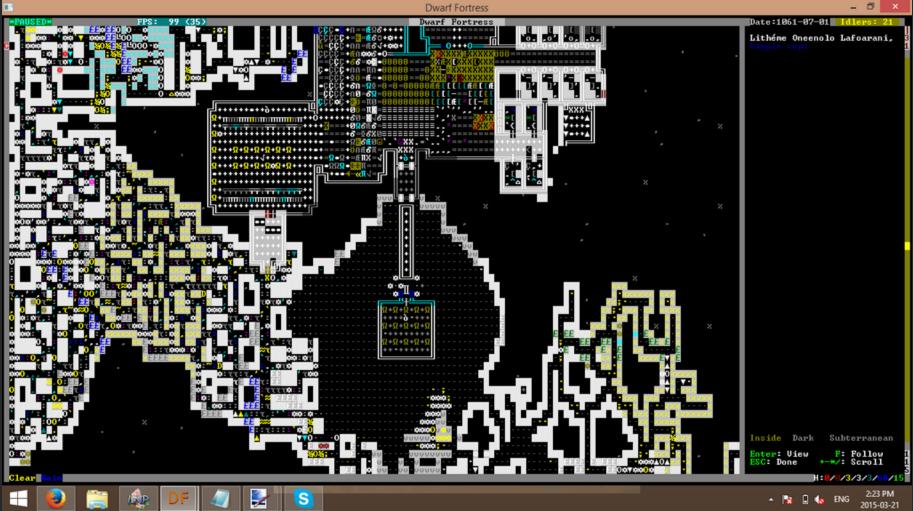
30th Galena: Summer ends today. Iamblichos is still on the loose. I cannot risk him continuing to run freely. Tomorrow, I intend to pass the purple hat to someone else. Hopefully, it will be someone who can be counted on to obey me when needed. I shall spend the rest of today trying to find someone suitable. Failing that, someone who at least won't fuck up his rule too badly. This place does not need another 1. Once this hat is off, I intend to work on finding and removing Iamblichos. Before that though, I need to check in on TechnoXan and Dark One. Aside from that one chat with Dark One, I've not been in touch with either during my reign. I need to make sure that things are going well with them. Here's the fort as I leave it for the next overseer:



[OOC] Well, that was fun. Still, I can't wait to go back to my personal fort. I haven't even looked at GloomDiamond since my turn started.

Any way, here are some images that will provide information I could not without breaking character, as well as some stuff I should have added earlier, but forgot to.







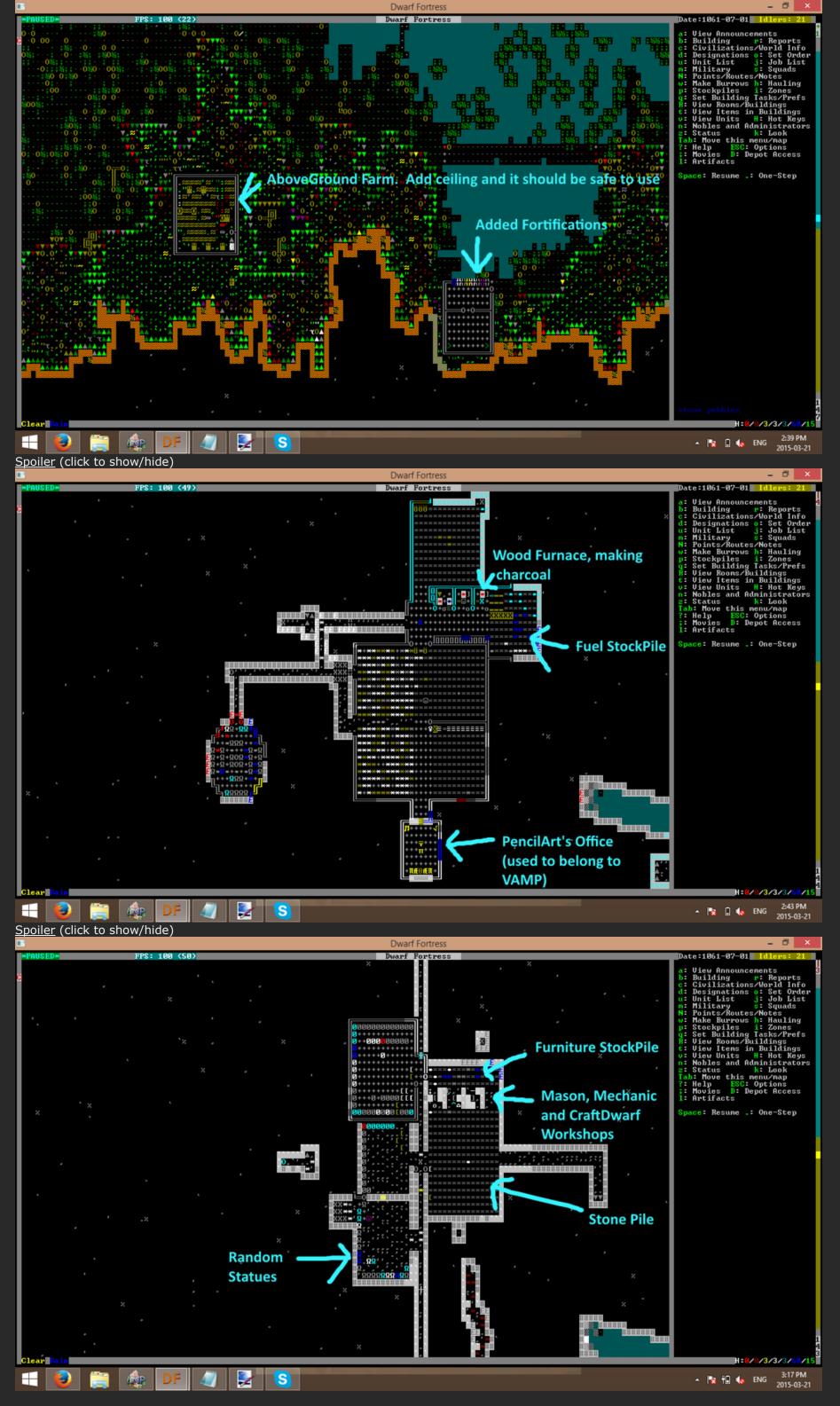
Just some images regarding Sub Plan A. There is more stuff involving it on the Z levels below what's shown on the second image, but I didn't feel like showing it. If you are really curious about it you can always download the save and look for yourself. It wouldn't reveal too much, but it's not really important or interesting. Also, regarding Sub Plan A, there's a reason all the people who disappeared where miners, aside from that one baby, but I think somebody found the body eventually, but I forgot to note it. Anyway, I took steps to prevent further disappearances, but I won't mention what I did or what caused them here.

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Moving On





Some images detailing Old DoomForests, and the various changes that I made, as well as some other stuff I wanted to mention.

Good Luck to next poor bastard to run this place. I think you're going to need it. [/OOC]

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Ethan741 on March 21, 2015, 10:22:25 pm

Wait, you mean you actually-

Oh no.

Oh nooooooooo.

See, I joined on expecting the fort to fall by the time it got to me. I've just been informed that it didn't. I'm not sure if I should be overjoyed, or absolutely horrified. I've got a lot of work to do, don't I?

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 21, 2015, 10:25:29 pm

yep. If you intend on continuing with Sub Plan A, pm me and I'll share the plans, such as they with you.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 22, 2015, 12:35:20 am

Oh yeah, I just Pmed Ethan on that. Oops!:) Oh well I am the head engineer.: D But yeah that's a high priority for the sect.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 23, 2015, 10:43:14 am

Iamblichos' Journey, Part II: Necromancin' Ain't Easy

"Come along, my boy, come along," Ezum said insistently. "You wouldn't want to linger behind. You won't like it if you meet what lives here, no indeed, you won't like it at all." Ezum's apprentice Uquur snickered softly and shook his head.

"So we are here to look at a book? I didn't think they read much in... places like this. What IS this place, anyway?" Iamblichos hated the way the walls here seemed to suck up sound. They had been walking for several hours through the ruins of a massive fortress. Vines climbed over the mounds of fallen rubble, but the broad streets were still open. An eerie quiet filled the city; there were no birds or insects, only the whistling of the constant wind as it blew past the exposed stones.

"My boy," came the exasperated reply, "you simply don't listen. This is... was... the ancient fortress of Terrorsplattered. Huge place, very impressive in its day! I remember... well. Take my word for it; this place was quite central at its time. Terrorsplattered and its sister fort Planesseduced to the north were the bulwarks of the goblin kingdoms of the south! They were rumored to be unbeatable."

"What... happened?"

"Well, rumor was wrong, as it almost always is. Local human kingdom rounded up an enormous army under the banners of the Nation of Scrubbing - clean name for a dirty bunch." Ezum snickered. "They destroyed both forts almost six hundred years ago. Nothing here now but pleasant memories."

"So... nothing lives here now? It's not like the humans to leave a site unoccupied, despite how it feels here." Iamblichos looked around uneasily. "What does cause it to feel like this, anyway?"

"Well!" The old dwarf looked pleased. "You are improving! It only took two hours to get the first decent question out of you! That, my boy, is why we are here." The old dwarf stopped and looked like he was going to start a lecture on the spot. "Terrorsplashed, in addition to many other things to recommend it, was founded by a... being... named Cim Gristlecobras. Not only was this city..." Ezum's lecture was suddenly interrupted by a quiet hissing from his apprentice Uquur.

Uquur said softly "Master, that name should not have been spoken here. The walls remember. The watchers come."

The first sound Iamblichos had heard for hours started in the ruins around them. There was a muttering sound that slowly grew in intensity. Far off in the distance, unseen trolls hooted in alarm; there still seemed to be some denizens, though they had seen no signs of habitation since entering the ruins. As the sound got louder, some of the rubble began to shift, tiny stones rattling down into the street from the ruined buildings to either side.

"Blast! I should have... well, no matter. You do the blue shield, I will take red, and we'll cut left at the next intersection. We ought to be near the entrance anyway. There's enough material here to raise an army, but raising anything at the front door like this would cause more trouble by far than we could handle ourselves." They scurried forward, the human bent almost double to fit under the dwarf-sized wards. The blue and red spheres overlapped to form a shifting violet light. Strange shapes had risen from the rubble, looking almost like goblins but made of ghostly flickering almost-there shadows. They were like the figures visible in dreams; not there, then very there, then gone again. The violet light seemed to render the group invisible, but the almost-goblins drifted down from the rubble on every side. Soon they were taking two steps to the side for each one forward, trying to work their way around and through the swelling crowd.

"Enough. Feh, bloody ghosts. Here. Go left, and then down the steps. Quick, my boy, keep up... can't make the bubble any bigger, I'm afraid, come along." Yawning open in front of them was a stairwell leading down into the rubble-strewn depths. Something about it seemed familiar to Iamblichos. He knew he'd never been here, even in a dream. This was beyond anything he had ever imagined. Still, there was something... It looked like something he had seen recently.

"The slab!" Iamblichos blurted out, immediately clapping a hand over his mouth.

"What? What are you babbling about?" Ezum looked over, and then comprehension dawned. "Oh. Yes, very good! You got there eventually. Yes, these stairs are made of slade, which is what the slab is made of as well. Well done. Not a material that appears on this plane, save by supernatural means. If you see it, and you aren't dead already, you have an excellent chance of dying within the next sixty seconds." Ezum sighed and worked his shoulders. "Uquur, we will drop the shields once we get on the stairs. I will need all my energy at the bottom. Have the bottle ready." The apprentice nodded and fell back, guarding the rear as they descended into the depths.

"Here." Ezum stood in front of a scowling face made of slade, its hair streaming out like it was being forced out of the wall at high speed. Its eyes were closed, and its face contorted into an expression that looked like it was in horrible pain. "Now this will be delicate. Bottle, please." Urquur passed over a flask that sloshed heavily; Ezum opened the flask and chanted a short sentence, splashing the fluid inside onto the face. Blood ran down the features. He chanted again, splashed again. As this continued, the eyes on the face opened. In all his life Iamblichos had never beheld such a hate-filled expression. Whatever this thing was, it wanted very, very badly to kill them... to kill HIM, especially, since it could tell that he was still alive in a way that they other two weren't. The mouth slowly opened with each chanted phrase, wider and wider, far wider than any creatures mouth should open.

"Cthruk, cthruk, ek hnugmur mnambuspu!" With a final flourish, Ezum poured the last of the blood directly into the middle of the now open doorway, on the flagstone that (minutes before) had been a tongue. The eyes still glared down impotently, wishing destruction on them all. On the other side of the face, a perfectly normal corridor led down at an angle, torches burning - a view that was remarkably unnerving for its pure ordinariness. "Well, come on, either it worked or it didn't." Ezum hustled off down the corridor.

"What worked? What do you mean if it didn't?" Iamblichos scampered behind his ancestor, Uguur bringing up the rear again.

"There are beings here that could slaughter us like puppies; the formulae that I just used should prevent that. Oh look, here's one now. Been here before. Worked that time, no reason to think it wouldn't work again." They trotted past a headless statue carved of some unknown metal, every edge of its body terminating in razor-sharp blades. It didn't move. "Looks like I remembered it right, doesn't it? Excellent. Now, let's go have a look."

"So what does that demon have to do with all this?"

"Well, as I was saying upstairs, when Cim built this fortress, he included this place; a demonic vault where he stored all his knowledge. He's quite dead, died in the war; but all this," the old dwarf waved his hand vaguely, "is still here. His notes are still here as well. Invaluable resource for these difficult questions."

"Notes?" Iamblichos was used to feeling lost during his ancestor's piecemeal explanations, but this was a good one even by Ezum's standards.

"And here we are! Now, just do us all a favor and shut up for a bit, would you?" The old dwarf muttered as he approached a casket made of the omnipresent slade. He pressed a few of the symbols carved there, and the top lifted up. Two of the adamantine statues stood on either side of the chest, and Iamblichos watched the old dwarf very gingerly lift the book stored in the chest. The sideways glance at the statues was almost too quick to catch, but Iamblichos saw it. That look scared him more than anything else. The old dwarf was putting on a game face, but Iamblichos knew that showing any emotion at all meant that the old necromancer was terrified.

"Yes... yes... emu-demons, ostrich demons, flame fiends, werebeasts..." Flip-flip-flip went the pages. "Oh THAT'S a juicy bit of gossip, hadn't seen that before..." Ezum was near the middle of the book now. "How to forge bronze colossi... would still love to have that formula, but where the hell would I get a slade foundry... Ah, slabs. Demon-made, pre-existing, god-forged... Excellent. Yes, yes... Yes... we know that, yes... " The old dwarf dropped the book heavily on the chest and cursed. He looked like he was going to have a temper tantrum; his undead face turned as purple as a beet. He closed his eyes and said "We. Are. Fucking. Idiots."

Whipping around, Ezum announced "Right," he said, "let's go."

Uquur said "Master, may I...?"

"Yes, of course, sorry, I forgot you had questions too. You have ten minutes, then we're leaving. No index; if I remember correctly, breeding animal-human hybrids is covered near the back. Be quick." Uquur dove into the text while the old dwarf glared at Iamblichos. Sighing, he spoke.

"Well, the solution to your problem is both glaringly obvious and soul-crushingly simple. It's obvious that Tikes and I are just not thinking clearly. You aren't in your body any more. You won't fit in there any more. Fine. It needs to be with you while you read. You have to consume it, and then it should all work properly."

"Consume... what?" Iamblichos could scarcely believe his ears.

"Back you go to Doomforests, and bring your original corpse to Sanctumcoal! We'll handle the rest!"

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 23, 2015, 01:24:51 pm

Well, it seems that I'm missing. Wich would be bad if it wasn't so good. That actually helps a lot with the faking my own death thing. So, Ethan, could you name any random male miner or mason (preferebly mason) as Mate the 888th and change his profession to "Chief Inquisitor"? Thanks.

Also, if you could rename "Hero"'s profession to "Emergency Heir" that would be nice, too.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing
Post by: Ethan741 on March 23, 2015, 09:32:53 pm

Somewhere in a forgotten glade.



"RISE FROM YOUR GRAVE"



Spoiler (click to show/hide)

...And rescue my daughter. https://www.youtube.com/watch?v=hihEhsdwiIk

"IT IS I, OLNEN THE WISE! I COMMAND YOU TO-"

The prone figure let out a dirt-muffled scream.

"I COMMAND YOU TO-"

The figure spat out the mud, and began to scream louder, now mixing in some very colorful words into the screams, now resembling a combination of a frightened toad and an old man rather than a corpse.

"I-"

The figure rolled over and sat up, still cursing at the very wind itself, shaking his fists, and slurring something about about not honoring his death properly, and how they didn't even send him off with mummified whores.

The **voice** audibly sighed, and drew in breath for a mighty shout.

"MOTHERFUCKER, LISTEN."

The not-corpse went near-silent, as he still muttering about memorial stones, and how he wanted to be cremated, and his ashes fed to the pompous mayor. You know, old people stuff.

"I COMMAND YOU TO STAND, REVENANT OF MY WILL."

The figured grumbled and stood up. "Revenant? Is that the best you could come up with?"

The **voice** chose to ignore him.

"YOUR TIME HAS COME AGAIN. YOUR DEPARTURE FROM THE WORLD WAS PREMATURE-"

"Oh was it now?" The now standing figure interrupted.

"YES, YES IT WAS."

"No it wasn't."

"YES IT WAS!"

"No, it wasn't!"

"YES IT- FORGET IT, AS THE EMBODIMENT OF THE CONCEPT OF WISDOM ITSELF, I THINK I KNOW A LITTLE BIT MORE ABOUT FATE THAN YOU DO, REVENANT!"

"My name is Et-."

"I KNOW THAT! LOOK, SOME ASININE DEVIL WORSHIP IS GOING ON HERE, AND SINCE YOU WERE RESPONSIBLE FOR SOME OF THE TERRIBLE SHIT THAT OCCURRED IN THESE VERY HALLS, I THINK IT'S YOUR JOB TO GO AND SORT IT OUT. SIMPLE ENOUGH?"

Ethan stroked his black, mud-caked beard, and briefly thought about whether giving this thing another go was worth it or not."

The **voice** however, didn't have the luxury of time.

"WELL?"

"Do I really have a choice?"

"NO."

"Well then why did you bother asking?!"

"ARE YOU GOING TO DO THIS OR NOT?"

"What is it even that you want me to do?!"

The **voice** let out another sigh, shaking the trees and spraying sand everywhere.

"YOU REALLY ARE DENSE, AREN'T YOU? LOOK, IT'S BECOMING INCREASINGLY OBVIOUS THAT YOU NEED HELP. LOOK FOR AN ENGINEER WHO CALLS HIMSELF "XAN". GO INTO HIS OFFICE AND RIFLE THROUGH HIS DRAWERS. YOU'LL FIND A LETTER FROM YOURS TRULY. IF YOU DON'T KNOW WHAT TO DO THEN, THIS PLACE REALLY IS FACING DAMNATION."

And with a flourish of wind, the **voice** dissipated into the air. Ethan wasn't very impressed. After all he'd seen, he'd rather get back to being face down in the dirt, enjoying an eternal rest. Suddenly, all of the aspects of being in the mortal realm once again slammed into him all at once. Staggering a bit, the dwarf clutched his many wounds, confused as he had long since forgotten what pain was. The first of which, was his teeth. Half of his teeth have been pried out! That bastard wisdom god hadn't even fixed any of his wounds! Oh well, it's probably not going to be that big of a deal.

Ethan trodded and staggered through the mud back to Doomforests. Or at least, as he remembered it. There was a lot more... Blood... And dead crundles than he remembered. As he walked through the crumbling archway through the walls, he noticed various bits of goblins, hanging on chains from the top of the parapets.

"How long have I been gone?" He muttered to himself, admiring the various dead things lying about. He briefly considered if the "wisdom god" would "fix" them as well.

As he walked into what used to be the main hallway, he braced himself for the sudden influx of dwarves... but no one came to greet him. The halls were utterly empty. He walked about the workshops, all empty, except for a few rats. This was rather... foreboding. Wandering aimlessly, Ethan suddenly remembered where the dwarves used to congregate. The old dining hall, genius! As he walked up to the massive stone doors, he flung them open, and was greeted by... A bunch of empty tables, and an elderly dwarf, huddled alone in the corner. Ethan looked at the dwarf, feigned a smile, and proceeded to speak. "Hello there! Would you by chance know where- why are you staring at me like that?" The dwarf, mouth agape, was pointing at Ethan, seemingly unable to say anything. "What, is it my clothing? My hair? The smell? Say something!" After the dwarf kept staring and pointing in abject terror, Ethan finally decided to inspect himself. It was at that moment, Ethan realized that the entire front side of his throat was missing, and there was a goblin short-sword sticking out of his torso.

Boy, it's good to be back.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Ethan741 on March 23, 2015, 09:35:13 pm

Quote from: mate888 on March 23, 2015, 01:24:51 pm

Well, it seems that I'm missing. Wich would be bad if it wasn't so good. That actually helps a lot with the faking my own death thing. So, Ethan, could you name any random male miner or mason (preferebly mason) as Mate the 888th and change his profession to "Chief Inquisitor"? Thanks.

Also, if you could rename "Hero"'s profession to "Emergency Heir" that would be nice, too.

I'll change everything right away!

In the event the "emergency heir" dies, you do have a lost bastard son, right?

...Right?

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: PsychoAngel on March 23, 2015, 10:15:27 pm

Somehow I feel I have contributed the most to the lore of Doomforests without so much as lifting a finger. First I make loads of soap, you guys obsess over it, and now there's a battle between necromancers and inquisitors, which was kind of a joke when I proposed it. Just

what have I done to Doomforests? You guys really make my day sometimes during journal entries.

I will be writing a lot of in-character lore when Psycho II moves in. In one of the migrant waves, we must find a suitable candidate and dub him "Psycho II" and make his profession "Health Inspector". He will do only cleaning and soap-making, and will be tasked with cleaning up the place, no matter the dark secrets he discovers. Our dramatic plot thickens to a nice stew, my friends. Hopefully our shenanigans won't cause the death of everyone in the fort.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 24, 2015, 06:51:29 am

Honestly, I'm just riffing on what I find in Legends mode... Although I was disappointed nobody reacted to the playroom :D

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 24, 2015, 03:15:24 pm

Playroom? Also really liked your post. :)

EDIT: Oh! Good idea!! :D

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 24, 2015, 06:10:42 pm

Quote from: Ethan741 on March 23, 2015, 09:35:13 pm

Quote from: mate888 on March 23, 2015, 01:24:51 pm

Well, it seems that I'm missing. Wich would be bad if it wasn't so good. That actually helps a lot with the faking my own death thing. So, Ethan, could you name any random male miner or mason (preferebly mason) as Mate the 888th and change his profession to "Chief Inquisitor"? Thanks.

Also, if you could rename "Hero"'s profession to "Emergency Heir" that would be nice, too.

I'll change everything right away!

In the event the "emergency heir" dies, you do have a lost bastard son, right?

...Right?

Well, there still is Mate the 890th (aka "Last Heir"), but if not I guess I have lots and lots of cousins that could be renamed after me.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 24, 2015, 07:16:18 pm

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Quote from: TechnoXan on March 24, 2015, 03:15:24 pm

Playroom? Also really liked your post. :)

I built a playroom in the fort. Was expecting at least a comment:)

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Ethan741 on March 24, 2015, 08:50:02 pm

Oh jeez, it's a lot slower than I remember. Thiiiis is gonna take awhile.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 24, 2015, 09:10:55 pm

Never saw a playroom. Care to tell us where you put it? To ethan: Now you know why I could only do half of my turn. Part of why I shut down some useless industries was the hope it would speed things up a bit. That, and the hope that all the stuff marked for dumping would finally be dealt with. Nice post by the way.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 26, 2015, 05:53:23 am

Is fps really really bad? Anyone think we should do/think about doing some dfhack garbage removal? I've never done it but wouldent it speed up gameplay? I'm just thinking out loud here by the way. ;)

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 26, 2015, 06:26:20 am

It wasn't too bad on my turn... nothing on Shadowgrave *shudder*

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on March 26, 2015, 10:06:35 am

Yeah it was bad. It varied a bit for me because I was using my laptop (I don't have any other computers, any that would be more powerful anyway). When plugged in I could get about 30 FPS at best. Unplugged it was closer to 15, though it dropped down to 3 when there was a lot of cancel spam happening. As for DFHack, I used it to clean vomit but that's about it. If Ethan wants to do as you've suggested I won't mind.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 26, 2015, 08:33:14 pm

Quote from: TechnoXan on March 26, 2015, 05:53:23 am

Is fps really really bad? Anyone think we should do/think about doing some dfhack garbage removal? I've never done it but wouldent it speed up gameplay? I'm just thinking out loud here by the way. ;)

Yeah, when my turn started and the fort was literally *covered* in several layers of gore, so I wrote "cleanall" in DFhack. It helped a lot, before using the hack the fort was at 5 fps all the time, after that it was a nice 20-30ish fps.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 26, 2015, 09:01:23 pm

Wow, nice! Think we should do it? Maybe we could get a poll up on the subject. I mean it could really make it both easier for the player and faster (maybe? :o) updates for the others. It deosent seem to be cheaty if it's just to get rid of blood, vomit, and socks. Ideas? :D

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Taupe on March 27, 2015, 03:46:57 am

Let's just run the command, and write it off as the dwarves no longer paying attention to gore and leftover blood that could be there.

Alternately, I'm sure one of the many cultists will find a way to explain how/why he siphoned all the blood for some ritual or another.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 27, 2015, 05:19:25 am

I'm not really a believer in using DFHack to get rid of objects, but I firmly support "clean all". It's unrealistic for filth to just stay, year after year, and never wear away.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 27, 2015, 06:49:26 am

Awesome! I'll ask Dark One (if he hasent already seen it) when I get back from school to see if he has a zombie ritual that needs blood.

;D Yeah in my own forts I am thinking of getting rid of the perpetual blood/vomit. Ooh what a pretty hall, I love the clean floo-oh well. I guess will just be walking on two or three piles of vomit to get to lunch. (Hurl! That sounds gross....)

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 27, 2015, 02:36:12 pm

Quote from: TechnoXan on March 27, 2015, 06:49:26 am

Awesome! I'll ask Dark One (if he hasent already seen it) when I get back from school to see if he has a zombie ritual that needs blood. ;D Yeah in my own forts I am thinking of getting rid of the perpetual blood/vomit. Ooh what a pretty hall, I love the clean floo-oh well. I guess will just be walking on two or three piles of vomit to get to lunch. (Hurl! That sounds gross....)

"Clearall" will only get rid of contaminants (like blood, vomit, snow, etc), but the corpses and severed arms will stay, only that completely dry.

So, yeah, you'd still stumble over your dead uncle while going for lunch, only that your shoes will not get soaked on his various fluids.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Ethan741 on March 27, 2015, 04:19:18 pm

1st Limestone 1052 1061

Today I learned that the "wisdom god" is a massive asshole. There was no note. Just my journal, which has been filled to the brim with useless engineering schematics, strange glyphs, and doodles of a rather phallic nature. Luckily, most of the entries have been dated, and I've come to the conclusion that I've been dead for nine years. And this isn't some metaphorical born-again type deal. I've literally been dead for nine years. And they didn't even think to bury me! Bunch of aristcr

"The hell are you doing in my office?" interrupted an incredibly old, and incredibly enraged engineer.

Normally, the elderly wouldn't be so much of a threat to me, but this one, this one is different. I hesitated, realizing what I was about to say was completely ludicrous.

"Would you believe me if I told you that the god of all knowledge has sent me back as the instrument of armageddon to purge the wicked?"

A thick silence filled the room. Perhaps that was a poor choice of words.

The engineer looked unimpressed. "What?"

Perhaps it's time I took a different approach. After all, I need all the allies I can get if I'm to deal with the ever descriptive "devil worship."

"Actually, do you have a minute to discuss our lord and savi-"

"Get out."

Oh well, it was worth a shot.

Finishing the last of my notes seems like a good idea right about now.

1st Limestone 1052 1061

Today I learned that the "wisdom god" is a massive asshole. There was no note. Just my journal, which has been filled to the brim with useless engineering schematics, strange glyphs, and doodles of a rather phallic nature. Luckily, most of the entries have been dated, and I've come to the conclusion that I've been dead for nine years. And this isn't some metaphorical born-again type deal. I've literally been dead for nine years. And they didn't even think to bury me! Bunch of arister

The engineer Xan is going to need need a bit more convincing. I'll work on it later. Right now, I need to reclaim my position of overseer. We'll see how that goes.

P.S. Don't forget to look at those scraps and schematics, maybe you can get someone to translate.

3rd Limestone, 1061

So apparently, the last overseer actually stepped down! So thankfully, I don't have to assassinate anyone. Though, the whole governmental system here is in shambles. I discovered that today when I watched what they call a "cultist" brain someone with a granite boulder, and run off. Turns out, everyone's too busy battling dark gods, and sacrificing babies to even consider applying for overseer. So with that, I applied, and rather reluctantly, they allowed me control of a massive underground fortress. To be honest, I'm a little suspicious at how easy this was. They just up and gave it to me. This has to have been arranged somehow. Oh well. For now, I will spend the next few weeks learning about what's changed over the nine years, and working on getting this dead-language translated. That, and consider obtaining a scarf. The neck-hole is getting some strange looks.

5th Limestone, 1061

THERE'S A GIANT BRONZE TERMITE OUTSIDE! Why is it ALWAYS giant animals?! My first act as overseer is to construct what I like to call

'Giant room filled with retractable spears". This will be used in project "lure the termite into the room and stab it to death". I quite like my ideas.

10th Limestone, 1061

Something is very odd about this place. Time broke free of its restraints and now moves as it pleases. Seconds seem like hours, though everyone is carrying on as they normally would. It seems as if only I notice.

17th Limestone, 1061

The caravan has arrived! I hope they like our various "exotic" art pieces made from dead things!

23rd Limestone, 1061

Other than building roofs over various buildings and filling a room with deadly spikes, not much has been going on.

7th Sandstone, 1061

Today I

"Why do you always do that?"

Startled by the sudden voice, I shut my journal and look around, only to see a rather bored looking forge worker.

"Do what?" I asked, feigning ignorance. He doesn't need to know where I'm putting the bodies, and he DEFINITELY doesn't need to know about the tower.

"Always sitting there, writing a few meaningless sentences. No one's ever going to read that, so what's the point?"

Oh, he meant that thing. This of course, was much easier to explain.

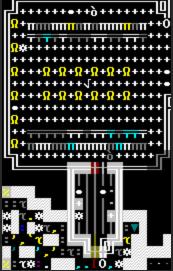
"See, it's an overseer thing. You craftsdwarves wouldn't really understand." I said, attempting to sound as least pompous as possible, failing horribly.

He scoffed and walked off.

I don't think they like me very much, and I'm beginning to realize why.

17th Sandstone, 1061

Spoiler (click to show/hide)



The spear room is finished! The only problem now is finding someone stupid enough to open the door leading to the massive termite. Now who should I pick? I think I know some people who have seen far too much. Hmm... Maybe that engineer those few weeks back can help me with this issue. Dodging spears isn't TOO hard. I'll leave him little gaps to run to when the iron death fills the room, assuming he survives the termite of course.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 27, 2015, 04:59:05 pm

Ethan, great post! I'm a little confused on what happened with me, could you maybe pm me about it? Just for my journals. :)

PS:spring break!! I'll probebly be more avalible to post when new updates come. :D

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TheFlame52 on March 27, 2015, 06:24:53 pm

Currently on page 20, one of my peasants made a shale earring called The Land of Suffering. Pretty good description for this fort, I would say.

I specialize in cleaning up succession forts. Put me on the list.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 28, 2015, 11:43:15 am

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"Chief Inquisitor!"
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The Chief inquisitor hides his journal from his followers' sight and looks at the old dwarf walking around outside.

"He hase a hole in the neck."

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TheFlame52 on March 28, 2015, 07:14:12 pm

Woo. Finished the thread. I liked the part where lots of dwarves died.

[&]quot;What it it, Mothram?"

[&]quot;There's a new overseer! He just appeared out of nowhere and took over!"

[&]quot;Where is he?"

[&]quot;There! Scribbling in his journal like an idiot!"

[&]quot;Yeah, he said that he was brought back to life to purge the wicked or something."

[&]quot;So, he's either an evil abomination or a crazy bastard... Probably the first option. Keep an eye on him."

[&]quot;Yes, sir!"

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on March 28, 2015, 08:39:44 pm

Soooo, all of it? :P

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 28, 2015, 10:26:26 pm

Quote from: TheFlame52 on March 28, 2015, 07:14:12 pm

I liked the part where lots of dwarves died.

Sigged.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Max™ on March 29, 2015, 03:42:41 am

North The still be in the Course and subjet would be seen

Yeah, I'm still trying to figure out which part he means.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TheFlame52 on March 29, 2015, 07:22:01 am

I've been sigged, woo.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 29, 2015, 09:34:23 pm

Quote from: Max[™] on March 29, 2015, 03:42:41 am

Yeah, I'm still trying to figure out which part he means.

We all know it was Taupe's turn. Probably every single dwarf and goblin family in the world was broken after that massacre.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: AllergicToMyself on March 30, 2015, 08:44:24 pm

I registered here just to express my amusement at this epic disaster of a fortress after binge-reading this thread in the past day and a half. Just when you think you've seen everything...

Excellent work keeping it alive and excellent writing!

May I request a dwarfing? I'm too noob to actually play, but the chance to be a part of this? Aww yiss. I'd like to be a siege engineer. And if there aren't any siege weapons...well, why not? :P

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing

Post by: **Taupe** on **March 30, 2015, 10:22:49 pm**

Quote

And if there aren't any siege weapons...well, why not?

Because the general defence approach revolves around pitting our enemies against each other, our out-crazying them.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: maxcat61 on March 30, 2015, 10:46:55 pm

Quote from: Taupe on March 30, 2015, 10:22:49 pm

Quote

And if there aren't any siege weapons...well, why not?

Because the general defence approach revolves around pitting our enemies against each other, our out-crazying them.

... And no one wants to use my Goblin Drop Trap either :(

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Max™ on March 31, 2015, 04:15:16 am

Plus if anyone did successfully build a catapult you can rest assured that at some point a forgotten beast or wereantelope or forgotten beast wereantelope would end up firing a vampire at the rest of the fort with it.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: AllergicToMyself on March 31, 2015, 07:03:52 am

Quote from: Max[™] on March 31, 2015, 04:15:16 am

Plus if anyone did successfully build a catapult you can rest assured that at some point a forgotten beast or wereantelope or forgotten beast wereantelope would end up firing a vampire at the rest of the fort with it.

And this is a reason not to do it? ;D

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Max™ on March 31, 2015, 09:26:41 am

No, I was trying to make the case that Doomforests needs two things:

- 1. More soap!
- 2. More catapults!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TheFlame52 on March 31, 2015, 09:34:20 am

Hey, I never got stuck on the turn list, plz fix

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Iamblichos on March 31, 2015, 03:25:43 pm

Iamblichos' Journey, Part III: The Saga Concludes

Iamblichos cursed as he struggled through the thick underbrush, waving away the swarming gnats. His stomach rumbled uncertainly from the blazing late afternoon sun; each sunbeam felt like a spike driving through his eyes into his skull. *If only the surface weren't so... exposed,* he thought sourly. *This is disgusting.* Sticks cracked beneath his feet and the omnipresent thorns caught at the thick fabric of his woolen trousers. The stumps of old trees were a constant danger to the casual walker, reflecting past clearcuts to feed the insatiable furnaces of Doomforests. Now tangled thornbushes and scrub brush occupied the area that used to be old growth forest. Nature was constantly pushing to reclaim the land for itself.

It had not been a good few days. Really, upon reflection, he sighed mentally, it hasn't been a good decade. The less said of the return to Sanctumcoal from the ruins, the better. One of his recent discoveries was that researchers like his ancestor and the old dwarf's apprentice don't get poison ivy; the same cannot be said of the living. The ruins of Terrorsplashed were buried beneath a sea of the stuff. The constant itching, blisters and irritation were yet another source of unpleasantness in a life that was already brimming over with misery. Once back in Doomforests he went immediately to the 'tomb of Iamblichos' to fetch his original body. Empty, of course. Too much to ask that it be otherwise, he thought. Though I would dearly love to give a good kicking to whoever put that crundle skeleton in my empty tomb. All the time since had been spent retracing the steps of the last days of his first life, hoping against hope to find his body somewhere.

Iamblichos looked around, reasonably sure that this is where the skirmish happened. Things looked quite different. The trees were gone; the ground had been reconfigured by means both natural and artificial. This was where the battle happened, I think. He walked over to look at a boulder nearby. I remember this. Osp came from... there. And he killed everything. Iamblichos watched the scene over again in his memory - goblins shrieking, running in all directions, and the old dwarf walking almost peacefully, shredding them like wet paper as he went. He didn't even seem to be walking that fast. He just always seemed to be standing where they were heading. And then they died. All of them. He remembered the smells of that day; the pollen on the breeze, the coppery tang of blood, the sewage reek of the ripped-open goblins, their intestines scattered across the forest loam. Most of all, he remembered being tired. So tired.

At that precise moment, he banged his right shin painfully on yet another stump. He was too tired even to curse; he just sat down wearily on the stump and looked out at the horrible sunlit scrub. That tiredness wasn't just in memory. He wanted nothing more than to go to sleep. Sleep was the only way to escape the light, the bugs, the incessant itching and thousand pains of this body. For the thousandth time he thought to himself, if I had only known how much trouble possessing this body would cause, I would never have done it. He was so tired. Exhausted. The air seemed heavy and thick; the constant birdsong seemed hypnotic somehow. Maybe if he just closed his eyes for a moment...

The sound of a body tumbling off a stump made almost no noise. It didn't even interrupt the birds singing in the underbrush.

* * >

Iamblichos looked around. He was right where he grew up, back in Chamberautumns. This was the fountain in front of the hospital, down on the 25th deep. He vaguely remembered being somewhere else, but where else would he be? Hearing laughter, he saw a group of children run past shrieking with joy. Each of them carried a fresh syrup roast from the surly old vendor around the corner. Tagging along behind them was an old woman, grinning good-naturedly. She smiled over at Iamblichos.

"Good morning, mother." He said politely. She didn't respond, but nodded and continued on after the children. Iamblichos was sure there was somewhere he was supposed to be, something he was supposed to be doing but... why was his mind so fuzzy? He wandered down the old street, stopping at the familiar door of his house. Going in, he didn't see anyone, but the place looked exactly like it always did. The chipped, stained surface of the old schist table was as familiar to him as his own teeth; the chairs under it were right where they should be. The childrens' beds were all made, ready for the night to come. Why did everything feel so strange? Was something missing? Sudden movement caught his eye.

A strange dwarf was standing at the door to his parents' room. He was dressed as a hammerer, steel breastplate and leggings, with the haft of a giant silver hammer stuck up behind his back. Iamblichos felt shocked; surely his parents weren't in trouble, weren't under the law...? The burly dwarf spoke. "Someone wishes to speak with you." Looking more closely at the lawdwarf, Iamblichos thought he looked off somehow.

The hammerer spoke again. "I am the truing hammer. I am correcting imbalance." This was the proper speech of the hammerer, but there was no charge, no explanation. "You must enter this room. The Law commands it." Upon closer examination, Iamblichos realized... the dwarf's eyes weren't eyes. They were just shining white holes in his face. Looking directly at them caused pain. He nodded dumbly, and walked towards the door. The burly dwarf stepped out of the way and opened the door; as Iamblichos passed through, it closed behind him. Instead of his parent's room, there was a study there, like the most elaborate office he had ever seen. A very gentle-faced, kindly dwarf looked up and smiled, beckoning him in. He realized, finally, that he was dreaming.

Memory came flooding back; Doomforests, Sanctumcoal, the search for his body, all of it. In the past, realizing he was dreaming would have awoken him immediately. This time, though, it didn't seem to make any difference. *Not again*, he winced, remembering his ancestor's first visit. *What now?*

"Hello, Iamblichos." The old dwarf was slight-built, a bit hunched and bookish looking. His clothes were lovely and well-worn. The shelves around him and the table in front of him were full of scrolls and books, records and tablets. He looked eerily familiar, but at the same time, Iamblichos knew instinctively this was nobody he had ever met.

"Who are you?" Iamblichos asked. "If this is another recruitment effort, I've had enough recruitments, thanks."

The old dwarf laughed delightedly. "No, no, nothing like that. Excellent response, though! I daresay I would feel the same if I were in your shoes!" Still chuckling, he poured wine from a flask on the table into a beautiful decorated goblet. "I would offer you some, but it wouldn't stick with you. You are, as you just realized, dreaming."

"Yes, I'm dreaming. Good for me. Make your pitch, then; what do you want? Again I ask... who are you? And why are you sending me dreams? You're yet another necromancer? Some bloody demon? Wait, let me guess," Iamblichos' voice raised to a sarcastic shout, "You're the god of the forgotten beasts, come to negotiate a pact with me for my increasingly overpromised and tattered soul in exchange for cut-rate servants, no extra charge for fire, poison dust and webs!" He stopped because the old dwarf in front of him was rocking back and forth with laughter, wiping his eyes with one hand and waving the other hand feebly.

"Stop, stop!" he wheezed. "No need to shout... but oh, that's rich! 'God of forgotten beasts', I love it!" He took a deep swig of wine from the gold-chased cup. "You missed your calling, you should have been an entertainer." Eyes twinkling, the old dwarf said, "Nothing so exciting, I'm afraid. But you know me, don't you? You recognize me, you just don't know why."

The anger fled as quickly as it had come. Iamblichos slumped down exhaustedly onto the chair set out for him. "Yes," he said wearily, "you do look familiar. Not that 'familiar' means anything in dreams; anyone can look like anything as you well know."

"True. Very true... and a very wise observation. I should know wisdom when I hear it if anyone should. Think back to when you were a child. You went to the temples. You always paid the proper respects to all the gods, Emuth and Nadak, Tunur and Stegeth... you even went once a year and made offerings to Iltang, though he hasn't been very kind to you for a long time. Most of all, though, you would go and whisper all your secrets to..."

"Are you bloody serious?" Iamblichos shook his head in dismay. Now he recognized the face in front of him - it looked different as a living dwarf than as a statue of pure adamantine, but the features were exactly the same. "You expect me to believe that you are Olnen Focuslesson himself?" He laughed bitterly. "Bored managing the world's wisdom and knowledge, are we? Town of Stroking operating godless so you can come to help out a poor dwarf in his time of need?" Iamblichos shook his head disgustedly. "This is even more ridiculous than my grandfather's sending. At least make it believable. I know you don't care about wasting my time, but you're wasting

your own as well, whoever you are."

"No," the aged dwarf said, and for the first time his cheerful face grew sad and pensive. "I'm not wasting anything. Remember when you were about to turn ten? You were about to go through the adulthood ceremony. You snuck out of your house without anyone knowing and you ran to the temple in the middle of the day. You told me that you wanted more than anything else to know everything. You asked me three times to allow you to be a recordkeeper when tasks where chosen. You offered me not only the syrup roast you bought down the street for that very purpose, you also offered me this." Iamblichos heard his own youthful voice from long ago, a piping little voice cracking with emotion, saying 'I promise I will always pray to you, I promise I will always do what you say, just please please pleease let me be a knowledge-keeper.' "I couldn't grant that prayer," the little god said, "but I heard it. And I tried to help you where I could. I've always watched out for you where I could."

"O-Olnen?" Iamblichos felt like the room was spinning. All the misery of the past ten years rushed back on him. He remembered being that young dwarf, wide-eyed and optimistic that he would help the world through knowledge. in spite of himself, he started to cry. "Why... why didn't you help me? It's all turned out to be such a pile of shit." Tears streamed down his face into his beard.

"Things are... not wonderful, I'll give you that much." Olnen looked over with eyes full of compassion and concern. "I know there's a lot going on. I know about Sanctumcoal's plans, and the whole pointless feud with Gogol and Nifih, and this ridiculous three way war in the basements of Doomforests."

"You... you know about all that?"

"What sort of god of knowledge would I be if I didn't know things like that?" Olnen laughed again, his face reverting to its previous smile. "There's not much I don't know, it's why I laugh so much! Things are so simple, and people like to make them so complicated... It's the best show in the cosmos, the things people think up to do to themselves and each other!" He took another pensive sip of wine. "Here's the secret, though." His voice grew quieter. "I am a god of knowledge... and a god of wisdom. Two sides of the same coin. Knowledge is knowing what steps can be taken. Wisdom is a lot harder. Wisdom is knowing when to take those steps... and when NOT to take them. Knowledge can be taught, but wisdom can only be shown - it requires the other person to pick it up, to learn, to grow. Knowledge is like stone, it's just there; wisdom guides the chisel. I'm trying to put these ideas in terms you can grasp. Is any of this making sense to you?"

"I... I think so." Iamblichos stuttered. "You want me to give up my search for my body, then."

"Pfaugh!" the old dwarf shook his head disgustedly, then laughed again. "You took a critical general concept that dwarves have labored to understand for centuries, and rendered it down into an almost ridiculously specific assertion. Is that how they teach you to think these days?" He pointed his finger directly at Iamblichos where he sat. "I have an opinion of Ezum's plans, of course; I have an opinion about all of it. But that's not why I'm here. I'm not here for Ezum. I'm certainly not here for Nifih and Gogol! I'm not here to choose sides or enforce some agenda of my own or anything else. Child, I'm here for you." Olnen sipped at his wine again. "I actually came to ask you what you wanted to do."

"What... what I want?" Iamblichos could scarcely imagine the concept. "I don't... I can't... uh."

"How long has it been?" Olnen's face was still cheerful, but his eyes pierced Iamblichos' soul. "How long have you just been reacting, following orders, doing what everyone else wanted you to do?" He tapped the desk for emphasis. "You feel like a pawn, don't you? You should. Ezum thinks of others only as tools to be used or obstacles to be removed; all of that sort do. They have to think that way, to be able to do what they do. So," Olnen leaned forward, "I have come to ask that little dwarf that honored me so much. What do you truly want? Do you want to be a necromancer? If so, you can be one; I don't think you would like it, but that path is open to you. I'll even tell you where they hid your body. Do you want to be really dead, like you never took that body? I can arrange that too. Death is highly underrated, just ask the nice boy who escorted you in here! Do you want to make a new path, go out into the world and start over? What do you want?"

"Olnen..." Iamblichos looked down at the floor between his shoes. "I don't..." He looked around at the shelves, so laden with knowledge that at one point he would have loved more than anything else to possess. Now it just looked like more work; more to read, more to know, more burdens to take up. He realized that he had changed at some fundamental level. Knowledge wasn't everything any more. He had spent his lifetime chasing a chimera. "Wait. I think I see. Being... like Ezum... is all about knowledge, isn't it? That's what you meant. He gave up wisdom for the sake of knowledge alone?"

"Exactly! Well done!" Olnen leaned over and clapped him on the shoulder. "I knew you were ready to understand! I could tell. I can always tell." His eyes sparkled merrily. "Being a god helps, you know."

"So..." Iamblichos looked worriedly over at the old dwarf in front of him. "How do I know? How do I know which choice would be best? Sometimes I think I would be better off dead. Sometimes I think life as a resea... as a necromancer wouldn't be so bad. Sometimes I just want to run. How do I know which one to choose?"

Olnen shook his head sadly. "You don't. That's the real pain of life. You don't ever know. You just choose one and hope for the best." He laughed. "You don't even get to find out what would have happened if you had chosen differently! Causality is a bitch that way. Occasionally you can suspect but you never really know for sure."

"Any guidance? Hints? Things to consider?" Iamblichos asked, smiling. For the first time in forever, he actually felt a bit hopeful.

"Only this." Olnen leaned over conspiratorially. "You've spent a lot of time with Tikes and Ezum and the rest of Sanctumcoal." Iamblichos nodded. "Have you ever seen any of them look happy?" Iamblichos cast his memory back. Dead, cruel faces surrounded him, arrogant as the princes of Hell, grimacing, cursing, laughing only with bitter laughter. "Is that what you want to be? Is that as high as you can reach?"

"I've chosen." Olnen sat up and picked up a pen, dipping it in a handy inkwell and opening a book to write. The old dwarf cocked an eyebrow. "I want to..."

* * *

"Hold on, lad. Hang in there." Iamblichos felt himself being bumped along on a stretcher. "You were outside far too long. We're trying to get you inside to the hospital, just hang on!" The pain was incredible.

"... start over." he whispered softly. A cool breeze felt like it blew through his bones. With a short gasp, his final breath left his body. Iamblichos was dead.

"What did he say?" said one of the stretcher-bearers. "Did you hear him?"

"No idea." the other one replied. "Poor bastard. Wonder what made him wander off out there?"

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on March 31, 2015, 04:38:43 pm

Quote from: Max™ on March 31, 2015, 09:26:41 am

No, I was trying to make the case that Doomforests needs two things:

- 1. More soap!
- 2. More catapults!
- 1. Is it possible to make EVEN MORE soap? I mean, it is more common than basalt, and the whole mountain is made out of basalt.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: AllergicToMyself on March 31, 2015, 07:06:45 pm

Maybe someone should take the soap madness to its inevitable conclusion and weaponize it. Drawbridge shotguns loaded with bars of soap?

Effectiveness: low. Hilarity: high.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: maxcat61 on March 31, 2015, 08:18:56 pm

Quote from: AllergicToMyself on March 31, 2015, 07:06:45 pm

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Effectiveness: low. Hilarity: high.

Soap is not that heavy. However, to best weaponize it, I would suggest using it in a dodge trap bridge. Drop bars, have foes dodge it, have them fall to their deaths. And if you used DF hack, you could load it onto balista/catapult, and shot it at the enemy, with a Worf (http://tvtropes.org/pmwiki/pmwiki.php/Main/TheWorfBarrage) level of effectiveness.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: AllergicToMyself on March 31, 2015, 09:25:41 pm

Quote from: maxcat61 on March 31, 2015, 08:18:56 pm

Quote from: AllergicToMyself on March 31, 2015, 07:06:45 pm

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Yeah, that's why I said effectiveness: low.

Although there's still a chance of a lucky hit. This is a game where a fluffy wambler can decapitate a giant walking metal statue. I'll believe anything after that.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: maxcat61 on March 31, 2015, 09:59:56 pm

And a duck can kill 2 demons and get a title.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Ethan741 on March 31, 2015, 10:39:55 pm

What is it with these dwarves and crundles? Always complaining about crundles. Either too many, or not enough. I swear, there was one of them today complaining about an infestation of crundles, and I leave, and come back an hour later, and he's wearing a dead crundle as a loincloth. On one hand, this is getting rid of the corpses, but on the other, it's absolutely horrifying.

22nd Sandstone, 1061

20th Sandstone, 1061

I just ordered the mechanisms that would open the copper blast door that leads to- and now, some serf boy is yelling at me. This is becoming a common theme here. I'm starting to think that everyone in this "fine" city detests literature.

"Sir come quick, there's has been an accident!"

Well shit. I immediately assumed murder. It's always murder. I bet it was that half-wit Kronk. He's too cheery for his own good. I bet he pushed someone off into the magma pool when no-one was looking. I knew you should never trust a dwarf who's willing to do nothing except pull levers all day.

"Was it really an accident, or a very slippery murder?"

The look on the messenger's face confirmed that it may in fact, have been both.

"Well whatever it is, mind telling me? I'm sure it can't be that bad."

The messenger visibly hesitated

" I think it would be better if you saw for yourself."

And now they're being vague. This isn't a good sign. And so the messenger-serf leads me into the underlevels of the fortress. Down through the staircases, past the workshops, left of the dining room and through the hallways that lead to... My spear trap...

One job.

I gave them one job, and they managed to royally screw it up.

I don't even know what it is, but I know it's something terrible. I just know it. When we turn the corner, and see the pried open copper door, my suspicions have been confirmed. A very messy confirmation too. As I walked closer to the scene of the accident, I was near-immediately assaulted by a smell that can only be described as "rotting cabbage stuffed inside a dead animal stuffed inside a larger dead animal." I try not to think too hard about what's causing the smell, but that doesn't last too long when I stumble right into it. The corpse of a half-melted farmer sitting atop a giant bronze termite. He. or well, what's left of him is covered in a viscous white goo. The terrifying thing about it though, is that the mangled remnants of his hand is still jammed in the creature's skull. I'm no expert, but it seems like he killed it first, but whatever it was that leaked out of this thing finished him off... And those three other pools of jelly which I have now recognized as bodies. I'm not sure why or how, but I feel like Kronk is responsible. He'll be punished accordingly.



Just a reeeally short update to show that I'm still alive. School got in the way of updating the past two days, but now that that's out of the way, I can focus on this! So yeah! If you think I'm still going too slow, feel free to send me several angry messages!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing
Post by: Max™ on April 01, 2015, 05:12:19 am

...I didn't even know termites had skulls.

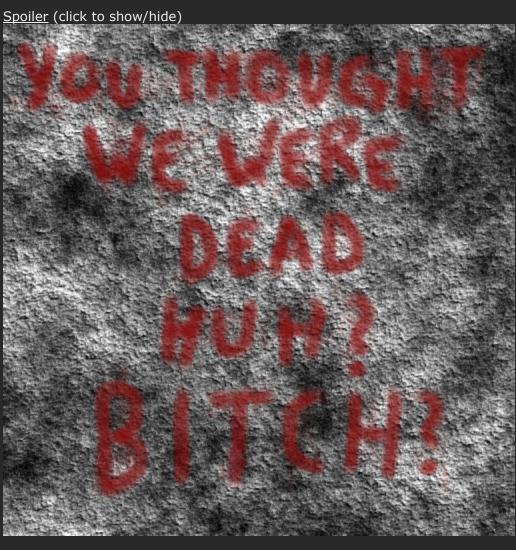
Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Dark One on April 01, 2015, 05:15:56 am

Journal of Dark One

Darkness. I can hardly feel anything. If only... no, it's a waste of time. I'm lying in the darkness, awaiting... The explosion... there's something sticking out of my chest. What is it? Suddenly the object starts to emanate with faint, dark yellow light. The crystal! I remember now! I placed one crystal in chest of each corpse. The crystal... of translocation! I already feel all the energy gathering inside of it! I feel... I FEEL! The strange crawling sensation is back. The light gathers in strenght. I see my limbs, changing into pure energy! The time has come...

I leave this plane, travelling through clouds of dust, realms composed solely of energy and through The Great Beyond. I leave, to reappear in my own realm. I have become darkness, death and void. I have my own chunk of void. The palace of slade and silver. I gather in power. Both in a safety, and a prison. I cannot go back, but I have become a constant within variables. In a place, where even Armok can't get me now. My realm, gigantic rock floating in the void.

I sit on the bone throne, watching the other realms. My gaze landing on Doomforests. I look at my cavern hideout, and see a message written on the rock with blood.



Inquisition! I laugh maniacally. If not for their attack on me, I wouldn't be able to finish my research in such way. I shout:

- EVEN ARMOK CAN'T HELP YOU NOW!

My voice disappears in the void. I saw also a kobold corpse lying nearby. I raise it undead, and give it mind, saying

- I bring you back from death. Pray, set up a cult for the dark god, and you shall be rewarded!

The corpse responds to me:

- Yes master.

And goes on, to create a shrine over the collapsed section of cavern. I look through Doomforests. I see dwarves working on some kind of trap. I wonder what would happen if they'll meet with the termite now... I watch as they work, when suddenly the Forgotten One appears. A few minutes later it's over. I'm not impressed.

I look for the hideout of Inquisition. Unaware of my transcendency, they plan another attack on me. Fools! I could send undead armies against them if I'd want to. But no. They'll suffer greatly.

As I look around Doomforests again, I see someone walking through the forest. The spirit of Iamblichos, how interesting. Gods of nature have made his journey tedious. We'll see what happens in the future.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: PsychoAngel on April 01, 2015, 08:25:10 am

How could Kronk be responsible?! He's only the Professional Lever Puller! :'(

My favorite dorfs always get involved in really weird plots, and I really wish they wouldn't.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: AllergicToMyself on April 01, 2015, 09:00:25 am

...I didn't even know termites had skulls.

They don't. You know what that means.



We have a counterfeiter on our hands.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: PsychoAngel on April 01, 2015, 09:22:18 am

In technicality, they do have a skull, but it can't really be classified as one due to it being an exoskeleton.

It's either we use logic like that, pretend that THIS termite DOES indeed have a skull, or we deny that said creature was what it was said to be.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Salmeuk on April 01, 2015, 10:23:14 am

I . . . have returned. Turn list updated. Ethan's entries are awesome, and I wholeheartedly approve of cleaning by unsavory methods!

Quote from: Ethan741 on March 21, 2015, 10:22:25 pm

I've got a lot of work to do, don't I?

Understatement of the year!

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: Drazoth on April 01, 2015, 11:54:28 am

Very nice posts everyone. Expect something from me soonish. Also, I would like to see the combat log for the death of the bug. Kronk is not responsible, though if he were it would finally give me the chance to post those Emperor's New Grove images I found for such an occasion.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: AllergicToMyself on April 01, 2015, 12:35:08 pm

Quote from: PsychoAngel on April 01, 2015, 09:22:18 am

In technicality, they do have a skull, but it can't really be classified as one due to it being an exoskeleton.

It's either we use logic like that, pretend that THIS termite DOES indeed have a skull, or we deny that said creature was what it was said to be.

I like the idea that some mad potter devised a scheme to create counterfeit forgotten beast trinkets to sell.

"Yeah man, this is the skull of a legendary termite monster. Totally legit."

Cackling all the way to the coin vault about stupid customers.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: TechnoXan on April 01, 2015, 12:38:13 pm

Hey guys, RP is going great! :) Love it and can't wait to get in. I was/am going to post a lot and I will soon. Hopefully late today, but I am having some computer troubles. Actually a huge malware (or whatever it is, it's bad though.) and I am waiting for my family techie to help. So yeah, just saying I love what's happening and I will definently post on it with a big summary thing. :D Oh and that also reminds me of the pacific rim black market, the counterfeit stuff.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Drazoth on April 01, 2015, 08:39:02 pm

[OOC] I noticed the title changed again. I like it. [/OOC]

3 was walking around the fort, trying to decide who he wanted to be replaced by. As he walked, he heard there was a new arrival, one with a hole in his throat, asking about the overseer position. A few threats and bribes later, this newcomer was elected as the new overseer. With the main issue out of the way, he returned to his room. As he was arranging things for the new overseer, he realized he hadn't reported back to mother in a while, so he wrote a letter containing everything that he felt she needed to know. He decided to keep his alliance with the Dark One a secret, though he was sure to tell her about the MechaTechno, as well as his suspicions regarding SanctumCoals, urging action be taken to prepare for their removal. Once completed, the letter was sent by a bird construct. He then returned to his room, and slept for a while.

Upon awakening, he heard that the bug was dead. Ticking that off his mental list of problems, he decided it was time to meet with his associates. As he headed towards the caverns, he heard a loud sound, and felt Dark One's energy disappear for a moment. Amending

his mental list of things to do, he goes and refills his rum bottle, and heads to his workshop. Taking some random leg joints, he removes the ball part of the leg bones where they connected to the hip bone, and began carving into them. A few moments later, he was finished. Going to his Crundle constructs, he placed the carvings into their eye-sockets. He then activated them, sending them to where he knew Dark One had been working on his research. The new parts would allow the constructs to relay visual information to him telepathically, greatly enhancing their abilities. 3 figured that he could either use them to search out Dark One's, for lack of a better term, lab for info, or wait for a new cult to form and keep watch on them. He then set off towards the caverns.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Dark One on April 02, 2015, 02:37:19 am

Ah, I see that Drazoth sent me a crundle constructs! They'll meet with my high priest, speaking of which, I have a mission for him. Using my power I send a vision to his mind, and say:

- Forgotten One, a termite died here a few days ago. Seek out his skull and bring it to the altar! I bless you with necromantic powers to ease your quest, but remember. Should they spot you, I'll turn you into pile of bones again! Go!

And then I look at the termite's corpse. They are doing something with the corpse! Hey! Keep your peasant hands off my skull!

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 02, 2015, 01:13:01 pm

The Codex of TechnoXan, Master Mecha Engineer

Entry Five:

Ah, things are moving quickly, too quickly. My dear friend Drazoth III has sadly stepped down but he did a great job, Mecha plan B was almost fully finished. While surveying the site for a possible gem compacter I found a small book. I picked it up and then I felt it. A strange evil energy! I have taken it to my office for further study. In other news Politica plan B is done. My labors to solve the alchemical energy transfer proved successful when I added a hint of raw ore. Now I have it. The *Magmatica Device*. A masterfully crafted large arm gauntlet with two barrels on the top leading all the way down the arm and an indentation at the back and silver engraving of Crundles surrounding Armok, the Crundles are taunting him. The magma gem fits perfectly inside the indentation. This devise manipulates the very essence of magma. When I focus its energy by letting some of the magma it is submerged in seep through the barrels it can melt the very rock floor we all stand on! Or even draw the magma any direction I want! By driving pistons into the aiming magma I can pull magma towards or away from me from many meters away! Let the heathens that befoul my beautiful caverns cower in fear of the Magmatica Device! Never again will they hunt an innocent Crundle, never again! Now my attention can be focused on other issues such as this evil artifact book, inquisition or the omnipresent Dark One. Already my elite platoon of ten Crundles trains for the day they will destroy the inquisition. The time draws closer and closer.

Entry Six:

Blast! I found some lunatic with a fatal injury to his neck in my office reading the artifact. I had taken some notes in it already and I think he might have seen them! He babbled on about Armok and Devils and I was thinking of giving Fido a gourmet snack but he was obviously insane. I kicked him out but I am worried at how he got in. Maybe he used a ladder to get across the pit full of Cave Crocs, or did he lure the Cave Ogre out of the side cave using boar meat? Good thing my Codex is secure. I am having Zurek search the office anyway, he may have taken something. Wait, what! That babbling fool is apparently the overseer!? And he ordered a killing a...Big...Termite? What is going on here!? Zurek must have sniffed some of those orange and cyan mushrooms on accident. Oh who am I kidding, on purpose. I am sending out Urel to spy on that pile of Troll crap. This brand new lunatic worries me. Well my next project is now under way. My years are taking their toll, so I am going to find a way to stop it. I don't know how but I will survive. I fear for my Crundles and the whole sect should I fail. Armok is all mighty, but we make our own destiny. He merely sets the scene.

Title: Re: The Golden Years of Doomforests - Minister of Agriculture goes Parasailing Post by: mate888 on April 02, 2015, 11:22:07 pm

Quote from: Max[™] on April 01, 2015, 05:12:19 am

...I didn't even know termites had skulls.

They don't... Don't tell her that, though, she may come back.

And goes on, to create a shrine over the collapsed section of cavern.

Kobold cult? WE ARE DOOMED!

Eh, I can always hint everything toward MechaTechno, in fact I will.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: ShapedWhisper on April 03, 2015, 03:03:54 am

Would you kindly Dorf me into the game? Preferably one with offspring so they could contine my leagacy. HE SHALL BE NAMNED WHISPERJUNIOR. OR IF A DAUGHTER LIL'WHISPER!!! After his father ShapedWhisper of course

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on April 04, 2015, 01:24:41 pm

Journal of Psycho II, Health Inspector of the MONDH

The year is 1061, and the fortress of Doomforests was reported of miraculously surviving several very well-off attempts to end it's existence. Certain informants on the matter report of a battle between cults and some form of "inquisitors." I, Psycho II, have been dispatched to ensure that Doomforests will be in working condition. It must be clean, and it must be in full working condition. And who better to do so than a relative of the famed 'Grand Soaper' who has been a fine introduction to the fortress's early years? After all, it was he who ensured the fortress had the materials it needed in order to be clean, and it was he who helped industrialize some of it's production.

Yes, today is the day I set off, to find what in the halls of Doomforests I do not know, but I do know for certain that I am in for quite an adventure, if the stories told hold any truth.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on April 04, 2015, 01:43:02 pm

Doomforests is only alive because it has so many enemies that they attack at the same time, get distracted by each other, and forget about Doomforests while they fight each other.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?

Post by: Ethan741 on April 06, 2015, 05:28:15 pm

Good news! I've completed up to Opal. Want me to post what I have now, or just continue to spring?

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on April 06, 2015, 05:40:58 pm

It's only two months, you can do it.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 06, 2015, 09:02:10 pm

Onward! For the Mechatechno sect!! Haha, naw. I dunno, I'm just going to wait for an update (no rush!!) I until I do some RP.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on April 07, 2015, 02:59:07 pm

I'm in no hurry to take my second turn, try to get as much done as possible.

Just remember to document it.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: AllergicToMyself on April 07, 2015, 11:35:00 pm

So, out of curiosity, I loaded up the last posted save just to take a look around.

ABORT, ABORT, CANNOT UNSEE

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Drazoth on April 08, 2015, 07:11:32 am

What did you see? I don't remember adding horrors to this place. I think I might have removed one, assuming we still find FBs to be horrifying.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Salmeuk on April 08, 2015, 06:34:26 pm

It's possible he's referring to the absolutely chaotic nature of our fortress. . .

We need a janitor.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 08, 2015, 06:50:03 pm

Well...we could use all that dang soap to scrub this blood stained tomb of a fortress. (I actually quite like a lot of the layout though. :D)

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on April 08, 2015, 07:14:06 pm

I'm downloading the save now. Let's see how it is. It can't be that bad, can it?

I can't see shit, there's too many trees. There's a farm plot that looks like a pool of vomit. Random piles of corpses everywhere. Random individual corpses everywhere. A bunch of dwarves are being struck by rocks and going missing. There are dwarves running around in the caverns. The bedrooms are all over the place, and don't even get me started on the stockpiles and workshops. There are tombs, mass graves, and slabs everywhere. There's a canal going all over the fucking place before ending in a reservoir full of rocks and corpses. I've found what looks like a hospital but with no designation. There are like seven magma tubes. Someone accused a crundle of vandalism. There's a prison here that looks like a piece of a demon fort with its disorder. I don't even know how many entrances this place has. *This is the kind of madness only found in a succession fort.*

I've seen worse. Bring it on.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 08, 2015, 08:50:56 pm

Now thats a Dwarf fortress!! Wait... Someone, what! How dare they accuse the innocent Crundle of, of vandalism!!? Heathens! They shall be struck down by the might of the Mechatechno sect and Crundledom!!! :P

Title: **Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?**Post by: **Drazoth** on **April 08, 2015, 09:42:31 pm**

Wow you lot are a bunch of whiners, when I uploaded the save, things were mostly fine. I will admit though, if we hadn't decided to make NDF and stayed in / expanded upon ODF and Astville, things would be better. Or worse, too late to find out now I guess.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Taupe on April 08, 2015, 11:38:55 pm

It's fine, we just have three fortresses, one of which is comprised of two different forts, the second being carved out of the carcass of the first.

Tis urban planning at its finest, really.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Iamblichos on April 09, 2015, 05:59:06 am

Damn, we have corpse piles AGAIN? You kids need to clean your rooms! This is why we can't have nice things.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Taupe on April 09, 2015, 09:54:17 pm

Corpses are nice things.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?

Post by: Dark One on April 10, 2015, 08:17:44 am

Quote from: Taupe on April 09, 2015, 09:54:17 pm

Corpses are nice things.

We definitely need more of them.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Splint on April 10, 2015, 08:18:37 am

I just wanna say, this fort is fucking amazing. Haven't laughed so hard at a fort in some time.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Iamblichos on April 10, 2015, 09:41:20 am

A corpse left to rot is a WASTE OF RESOURCES. Process them into energy! Use them as minecart ammo! Drop them on enemies from great heights!

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 10, 2015, 09:42:14 am

Or hang them from posts on the wall! Too far? :P

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Dark One on April 10, 2015, 10:02:31 am

Quote from: TechnoXan on April 10, 2015, 09:42:14 am

Or hang them from posts on the wall! Too far? :P

This is Doomforests - a Dwarf Fortress Community Game, you can never go too far with it.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on April 10, 2015, 03:52:13 pm

...But there are just random buzzard skeletons littering the halls! Why!?! At least Murdermachines made *some* sense in the chaos, despite the fact that it was possessed by a computer glitch turned sentient being of chaotic darkness.

Title: **Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?**Post by: **mate888** on **April 10, 2015, 04:25:33 pm**

Quote

We need a janitor.

We need more than one.

Like, a whole generation of useless kids will have to be haulers.

That not counting the mess that will come later, until we start disposing heretics into magma on my second reign, wich will probably cause some serious magma mist.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on April 10, 2015, 04:33:37 pm

Don't worry, I have a plan. Don't. Worry.

Unfortunately it looks like I'm not going to be overseer for many years, and the fort might not even be around by then.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 10, 2015, 04:35:26 pm

If/when plan B is complete we will probably live much longer. And I doubt this fort will fall anytime soon. :)

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on April 10, 2015, 04:41:23 pm

It does have a certain cockroach-like tenaciousness about it, yes.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on April 10, 2015, 04:57:08 pm

Don't worry guys, the Health Inspector is on the way!

Haberdashery and Shenanigans will ensue instantaneously.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 10, 2015, 08:18:42 pm

I can't wait psychoangle! ;D it's definitely going to be FUN/fun/awesome.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Taupe on April 10, 2015, 09:18:32 pm

Oh shit my mandatory and counterproductive antivirus trial has expired. Now I can play 40.xx without norton deleting the critical gamefiles. i was like, "hell yes, I can't wait to play this again, wonder if my turn is up soon?" but apparently my next turn is never? like can you add me back in there kthx.:)

Quote

Quote We need a janitor. We need more than one.

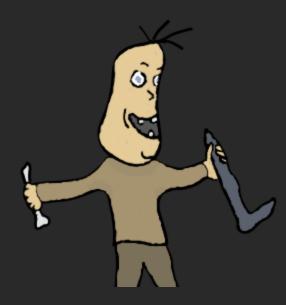
Like, a whole generation of useless kids will have to be haulers.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?

Post by: Dark One on April 11, 2015, 06:37:35 am

Happy Hauling Team





Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Salmeuk on April 12, 2015, 08:15:18 am

Quote from: Taupe on April 10, 2015, 09:18:32 pm

Oh shit my mandatory and counterproductive antivirus trial has expired. Now I can play 40.xx without norton deleting the critical gamefiles. i was like, "hell yes, I can't wait to play this again, wonder if my turn is up soon?" but apparently my next turn is never? like can you add me back in there kthx. :)

! YES but where should you be placed? will you accept last?

I'm not sure if I missed you asking or what.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?

Post by: Ethan741 on April 12, 2015, 10:01:23 pm

Almost done! Just writing some fluff in so the journals don't seem so barren. I'll put it up tomorrow afternoon.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Taupe on April 12, 2015, 11:22:56 pm

Quote

! YES but where should you be placed? will you accept last?

I'm not sure if I missed you asking or what.

Thats fine. I'm not sure if or when i asked, and at this point im too lazy to search. Just maybe don't implode the place until then.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 13, 2015, 05:54:30 am

Quote from: Ethan741 on April 12, 2015, 10:01:23 pm

Almost done! Just writing some fluff in so the journals don't seem so barren. I'll put it up tomorrow afternoon.

Can't wait!! Aw man the RP is going to be great! :D :)

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Ethan741 on April 13, 2015, 10:54:14 pm

5th Timber, 1061

I'm not sure why, but I'm compelled to dig a massive pit, and fill it to the brim, with wiry, wriggling, crundles.

I... I don't know what has come over me, but just, this needs, NEEDS to be something we have built. Er, dug. And filled. With crundles.

13th Timber, 1061

I've been recently informed that my crundle pit is an extremely terrible idea. I just can't see why! What's the danger of putting ten small scurrying creatures in a massive pit? It's near harmless! On a complete side note, the miners have slowed to a crawl. I can't purge the wicked when my tunnelers can't even heft a pick!

24th Timbohdammnit

Suddenly, a dwarf carrying another dwarf and sets him down on my desk, and begins takes out a bonesaw. "What on earth are you doing?! Who even is that?"

"Solon." says the dwarf on the table.

"I can't find a traction bench, uh, 'sir'!" says the standing dwarf. "Hope you don't mind if I just set him down here, and do my job!" she says.

Solon smiles and gives a thumbs up as she begins to saw away at his leg. "Can't feel a thing!" he says.

"Woah hey! You can't just do this in here in my office, I have important documents here! You might splash blood on something important!" I say while pointed to a stack of papers on the corner of my desk. Most of which, are blank.

"Or at least they will be important." I say, nervously. I look at the bone doctor, whos unapproving face gives off her opinion without even having her say a word. I then look to Solon, who looks back to me, smiling. I'm not sure what he's on, but I could really use it in this situation.

"Look, can you just do this somewhere else? I really think that we-"

"Nope." She says, not even waiting to hear my counterpoint."

"Okay, I command you to go do this someplace else!"

She shrugs, and then continues sawing at Solon's infected leg.

This is utter disobedience! I cannot tolerate this in my fortress! I grab a letter opener from my desk, and firmly lodge it in Solon's other leg.

"Whoops. my finger slipped! Looks like you're going to have to get some sutures for that wound!"

She stopped sawing, and slowly looked up to the small letter opener, then to me. It was at that moment in my (un?)life that I realized that I had made a terrible mistake.

On the bright side, I got her to move someplace else with her patient. Though, there were some unforeseen consequences. There's a saw lodged in my neck cavity and I don't know how to get it out.

8th Moonstone, 1061

The other dwarves, they grow tired of me. and quite frankly, there's not much I can do about it. Luckily, It's going to take more than one stab in the back to bring me down! Or at least, bring me down again.

20th Moonstone, 1061

The doctors are back! This time... It's the "special" doctor. Taupe just burst in to my office, and he's yelling at me to do something about a traction bench, and crundles, and dismembered legs.. And I- I don't know what to do. He's just standing there, and he's got a lazy eye and a bone saw... If anyone can hear the screaming, please send help...

21st Moonstone, 1061

OKAY FINE, I'LL BUILD A TRACTION BENCH! JUST LEAVE ME ALONE! Please just... Go.. Leave! And never come back!

25th Moonstone, 1061

They're just... nudging him. I've been watching for the past five minutes, and they're not even helping him up. I built a traction bench for nothing! Bunch of ingrates. "Do not harm" they say...

1st of Opal, 1061

You know, I went and said "happy new year" to someone today. And do you know what he said back to me? Nothing. Absolutely nothing. turns out, he was dead. And for quite some time now. In fact, most of his, or her, I can't really tell at this point, skeleton was visible. The scarier part was that no one had noticed that cadaver just sitting there on the marble floors. This is mildly horrifying. 10th Opal, 1061

Auuuugh! THE CRUNDLES KEEP CRAWLING OUT OF THE HOLE!

... That sounds vaguely sexual.

(There's a LOT more, but I'll put it up tomorrow, because I just remembered I have to study for a test tomorrow)

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?
Post by: mate888 on April 14, 2015, 04:48:15 pm

Oueto

... That sounds vaguely sexual.

I will burn every single crundle in the fortress during my next turn only because of that phrase.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 14, 2015, 05:03:37 pm

NOOOOOOO!!!! MY PRETTIES! You will pay! You will pay in your beloved blood!!!

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on April 14, 2015, 05:08:10 pm

Quote from: TechnoXan on April 14, 2015, 05:03:37 pm

NOOOOOOOO!!!! MY PRETTIES! You will pay! You will pay in your beloved blood!!!

What are you going to do, type words at him? You're not even on the overseer list!

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Max™ on April 14, 2015, 07:04:05 pm

Crundles in my recovered-originally-sacked-then-used-to-backup-the-backup-when-it-failed-fortress?

It's more likely than you think.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 14, 2015, 07:52:04 pm

Quote from: TheFlame52 on April 14, 2015, 05:08:10 pm

Quote from: TechnoXan on April 14, 2015, 05:03:37 pm

NOOOOOOOO!!!! MY PRETTIES! You will pay! You will pay in your beloved blood!!!

What are you going to do, type words at him? You're not even on the overseer list!

I will....will type furiously at him!! :P Just kidding! ;D

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Ethan741 on April 15, 2015, 11:24:15 pm

Opal 7, 1062

I went to go confront the miners about the lack of work today, this was the ensuing conversation.

"So, just to get an idea of how much you've done with our little 'project', have you finished the first three levels of the tower yet."

"Nope."

"Okay, maybe I'm being a little too over ambitious. Did you at least finish the basic outside structure of the tower?"

"Mmmm, no."

"Did you even hollow out one section yet?"

"Do I look like some sort of slave to you?"

Fucking miners. FUCKING MINERS! I gave you six months! And what have they done? Nothing What have they been doing for this whole time? molesting crundles and being worthless in every aspect!

Opal 15, 1062

How did you screw this up Kronk? How can you not tell the difference between "brimstone" and "basalt"?! They don't even have the same color! THEY DON'T EVEN SMELL THE SAME! Why haven't I killed you yet Kronk?!

Opal 21st, 1062

I'd like to say that nothing is going right, but that's not even true. Just... Nothing is happening! No one does anything! It's like they don't even know that I'm the leader! Me! Not that raving doctor Taupe! Not that Mate the extremely long number, and not even Kronk! NOT EVEN KRONK!.

Obsidian... why does it even matter anymore.

I don't even know what to write anymore, I've been sitting in my office for days now, and absolutely nothing has changed. No more murder-suicides, no subterranean abominations, and most importantly, no raving cult. I haven't even noticed any cult related activities. I mean, sure. There was that time I found crusty brown glyphs that smelled suspiciously of blood plastered on the wall. And then there was that time I found six dwarves writhing on the floor with jute sacks over their heads and empty rum bottles littering the floor. They were going on about "void travelers" and "gold coins for space fare". Yeah, forget this, I'm gonna go take another two day nap. I'm getting really good at those.

A familiar, not-so-friendly voice wakes up a familiar, no-so-dead dwarf

"YOU HAVEN'T GOT MUCH DONE, HAVE YOU?"

Oh shit he's back! Quick, I have to come up with an excuse!

"I uh, yes I have! Take a look around! I uh- I've been busy!"

"WHILE FILLING A SHALLOW HOLE WITH SMALL ANIMALS IS SLIGHTLY AMUSING, THAT DOESN'T CONSTITUTE FOR GETTING THINGS DONE."

"I've done plenty of things!"

"YES? SUCH AS?"

"I uh... Killed a massive bronze termite!"

"FASCINATING, DID YOU INVESTIGATE THE CULT?"

"The wha- Oh... that thing. Funny story, I uh... No, no I did not."

"POINT PROVEN, TAKE OFF THE OVERSEER'S HAT AND GO LIE DOWN IN THE GROVE YOU WOKE UP IN."

"The grove? Fuck that! I've gotten used to the whole 'being alive' thing! Besides, you said you wanted -me- to go and sort out this place's troubles!"

"TRUTH BE TOLD, I WAS ACTUALLY JUST PREPARING ANOTHER FIGURE FAR MORE FIT TO LEAD THEN YOU WILL EVER BE. YOU WERE JUST TO KILL TIME WHILE I WAS DOING SO."

"What?! Why didn't you say so in the first place?!"

"BECAUSE, I HAD THE FEELING THAT YOU'D START SCREAMING AGAIN IF I HAD TOLD YOU."

"Well I- fine then! I'll start my own fortress! With our OWN set of false gods!"

"YOU GO DO THAT."

And with those parting words, I tear off my robe and wizard hat overseer's cloak and hat, and storm off, only to be stopped by the marksdwarf captain ShapedWhisper.

He didn't look too pleased. And his next few words proceeded to shatter any faith I still had in religion.

"Who the hell were you talking to?!"

Shocked, I scoffed at him, or well, did the best scoff I could with a saw lodged in my throat.

"What, you mean you didn't hear that? The booming voice, the constant scorn?"

"Maybe it's about time you took a break..."

I didn't even need to respond to that one. I leered at him, and walked off, making sure to shoulder-check him as I walked out. I don't need these people, they can go lead themselves. Stupid fake wisdom gods... always ruining my unlife. I'm not crazy! I know what I heard! YOU CAN'T TELL ME WHAT TO DO!

OOC:

(Eugh, I ran out of stuff to write about. I long since finished the game, I just didn't have anything to write about, nothing was happening. Everyone was either hauling, mining, or on break. And speaking of miners, THEY DIDN'T GET ANYTHING DONE! I kept adding people with "no jobs" and smelted like, twenty picks, but that didn't help. Hardly anything got done this time around. On the bright side, only five fatalities!

Anyway, here's the save! http://dffd.bay12games.com/file.php?id=10775)

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on April 16, 2015, 03:18:14 pm

Five fatalities!? That's good news! At least your reign was fairly calm.

With that said, I hope my turn isn't going to turn out like Taupe's... I dunno what I'd do if it did.

Also, I noticed that I've only been playing DF when it domes my time for succession forts. I suppose it's the narrative aspect that pulls me to it.

I'll probably get started on Saturday. I've got stuff going on tomorrow and I'm not in a big mood for DF at the moment.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Max™ on April 16, 2015, 04:04:43 pm

"Yeah, I tossed some crundles in a pit and had a sandwich and five dorfs died and then I took a nap and uh... yeah, nothing happened really."

That is a good point though, statistically 5 dead dwarves in Doomforests isn't really distinguishable from background noise.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 16, 2015, 06:32:56 pm

We'll, at least we now have a Crundle pit. :) Yeah this was a good turn and I can't wait for the next!! (RP soon to come)

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Dark One on April 17, 2015, 01:20:46 pm

Journal of Dark One

Sitting on my bone throne I watched over Doomforests. Watching as the dwarves were working, watching when five of them died when trying to fill a pit with crundles. Honestly, I expected more deaths when overseer changed. I watched as the overseer talked with another god. There's something about that Ethan... wait, is that a hole in the neck? Undead overseer? I could've used that. I might need him alive for some time though. Having god's of death protection can be a real blessing... or a burden.

I was watched as Ethan left the cursed hat in the meeting area, so any sucker could pick it up and.... who's this new dwarf? Suddenly I have a strange urge to summon spirit of a long dead dwarf. I use my power to summon a random soul, and spirit of The Great Soaper appeared. It said:

- The great soap wizard would be back! My descendant would make destiny of our family come true! SOAP FOR ALL THE REALMS!!

Hmmh... the great soap wizard is going to be overseer... excellent! I focus my powers on that one dwarf. I spawn all the horrible creatures I can imagine, and send them in an enormous nightmare wave to him. The first nightmare I create myself, my minions would make more. I wait for the night, and in the right moment use my powers.

I was in his dream. He dreamt about masterwork bucket and masterwork soap bars. I use my power to change his dreams:

He woke up in his room, surrounded by darkness. The smell of death surrounds him. He walked out of his room into corridor dimly lit by torch in his hand. Then, he have fallen into a huge chasm, and landed in a pit full of abominations spawned by me. Everything flickers, changing colours from normal to black and white all the time. The colours became more stable, and he saw a wall with "Death is the answer..." written in blood on it. Then everything turns black, and suddenly I appear in front of him - my appearance altered so I looked like him... long after his death. I said to him:

- The great soap wizard shall come! There is no boundary for him... The reign of soap shall come!!!

And then I stab him with a carving knife in the heart, so he would wake up in reality.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: mate888 on April 17, 2015, 06:08:21 pm

Quote

Not that Mate the extremely long number

u fokken wot m8

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Taupe on April 17, 2015, 06:12:44 pm

We'll, at least we now have a Crundle pit

Truly worth the 8 years of terror and pain I went through in order to reach that incredibly important milestone.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Max™ on April 18, 2015, 11:39:32 pm

Taupe, what exactly have you been doing between turns and how did you piss off that many giants?

Spoiler (click to show/hide)

The Giant Rampage in Graspedtaupe

One thousand two hundred twenty-eight giants attack!

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on April 19, 2015, 10:38:29 am

I'm not feeling too well at the moment, but I'll get started as soon as I can. God I hate delaying the fort.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Iamblichos on April 19, 2015, 11:45:16 am

Quote from: PsychoAngel on April 19, 2015, 10:38:29 am

I'm not feeling too well at the moment, but I'll get started as soon as I can. God I hate delaying the fort.

Won't be the first delay or the last; health comes first. Feel better, dude!

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on April 19, 2015, 12:06:03 pm

Journal of PsychoAngel II, New Overseer and Health Inspector

Today marks the beginning of my year as the new overseer of Doomforests, what lies in the future I do not know.

I begin the year by taking a look around the fortress, seeing all there is to be seen, and how much of a mess the place is. While it is a mess, some corpses here and there, stones all over the place, etc, I honestly don't see a whole lot wrong with the place. Besides all of the twists and turns throughout the halls that make no sense.

One of our planters gives birth to a boy. Considering the history of this place, I hope he turns out to have an inclination for weapons, one way or an other.

There are a few construction projects that I have no idea what their purpose is, but maybe if I look through other logs I may find my answer. However I do not have the time for that at the moment.

I have no idea where anything is, and from what I can see it looks as though we don't have a hospital. Odd. I'll put my faith in the fact that I probably just didn't see it.

Spoiler: Immediately, on the fourth of Granite, I am confronted by very troubling news. (click to show/hide)

A vile force of darkness has arrived!

Press Enter to close window

I don't know how well-off our military is, and I don't know how big their squadrons are. I won't be taking any chances, however, and order everyone inside.

I don't know what lever controls which bridge, and I have no idea why dwarves are running outside at this point in time when everyone who goes out there might get shot.

It's too much work to assign all of the citizens to the burrows, and so I just have to have faith that The Constructive Clasps will be there on time.

Spoiler: ...Wait a second. The Goblins... (click to show/hide)



I thought a siege would consist of more than just two goblins... I order that the bridges not be raised. We will only engage when they decide to move.

I make preparations to reinstate the old soapmaking corner in Old Doomforests that my old relative used. The ashery and soap making shops are still there, but I need a wood furnace to make it complete again. I order it done, and now I wait.

Spoiler: Oh god why. I'm pretty sure whoever first designed this corridor for burial wanted it to be uniform, but instead someone put up

Why would you do that? It's a waste of space.

Anyway, people keep telling me that we have no more cages, so I tell them to fix the problem instead of complain about it. Some of the

carpenters catch my drift, and begin working on wooden cages.

Spoiler: I also notice that one of our trained crundles is hacking away at an elk bird, and all of the citizens are just passing the scene by. (click to show/hide)

```
Elk Bird
                                  upper
                                         body
upper
                  Unconscious
       body
                                                     Tired
                                  lower
                                         body
lower
       body
                   Tired
                                  neck
neck
                                  head
head
right upper leg
left upper leg
                                  right upper arm
                                  left upper arm
                                  right lower arm
right lower leg
            leg
                                       lower
left lower
                                  left
                                              arm
                                  right hand
right foot
                                  left
                                       hand
left
      f o o t
                                  right upper leg
       lung
right
 iver
                                  left upper leg
                                  right
                                        lower leg
       antler
right
                                              leg
                                  left
                                        lower
left antler
                                 right
                                         foot
```

What an odd sort of place we live in. The only semblance of an injury the crundle sustained is how tired it is.

A whole week later, the pair of goblin invaders are still standing in their corner on the outskirts of the fortress. I don't get this culture of theirs.

Honestly, it doesn't seem like there will be much going on around here, but everything can change, knowing that Doomforests is my home.

While we are considered under siege, it really hasn't changed anything. I haven't the time to engrave more in my slab here, but I will do more at a later date.

That's what I got for now, guys. I'm not feeling at my best, so I'll have to do more later.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Iamblichos on April 20, 2015, 05:19:25 am

Ah, I see Smunstu's uncle is still chief of the local tribes, and our arrangement still holds... good to know.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 20, 2015, 05:43:57 am

Great update and feel better psychoangle! :D

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on April 23, 2015, 06:41:36 pm

Sorry about not being able to post any progress. EOIs are in and that's been taking up my time, as well as studying for an AP exam. As soon as I start feeling the itch, I'll see how long I can play.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: mate888 on April 29, 2015, 01:03:57 pm

I'll just post here so that the thread is not lost under tons of other threads.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Iamblichos on April 29, 2015, 01:21:11 pm

Yeah... it looks like every group fort simultaneously died... kind of eerie.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 29, 2015, 02:07:35 pm

So how is the fort going? We can't have it stagnate for too long. (And checking the thread is what I do when I am really bored! :)) I'm going to RP soon but I am having trouble with SOL studying, projects, and lots and lots of math homework. :'(well I'll get in a small bit today, like, reeeeealy small.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on April 29, 2015, 02:56:16 pm

That's my problem, too. I have studying to do, a large group of people to administrate, and a no credit application to fill out. I'm pretty busy right now, but I'll try to get in as much as I possibly can when I next get the chance.

I really hate being the cause for delays, makes me feel terrible. :'(

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on April 29, 2015, 04:29:39 pm

OOC:Don't feel bad, happens to the best of us! (I'll edit my RP in on this post)

The Codex of TechnoXan, Master Mecha Engineer Entry Seven:

My serums aren't working and I am running out of time! I think I must delve into methods more exotic than just herbs and alloys. I am going to send Urel to search the caverns for any artifacts that may help, if he gets back. Its been days since I sent him to spy on the overseer. My selective breeding has created two breeds of Crundles. The Fangs, a smaller more numerous Crundle with a higher intelligence. Then the Alphas, a larger and stronger Crundle that are great soldiers (for a Crundle) and know no fear. Well I have more important matters at hand. Mainly planning my crushing blow to the inquisition. Those little Elves are planning something. I am screening my pack Alpha Crundles for a taskforce my acolytes and I will lead for a direct attack on the inquisition base. We will strike as soon as our equipment is ready, but I am putting a squad of Fangs on patrol as I am taken almost all the Alphas on our attack. For the Mechatechno

sect, we will destroy any in our way!

OOC: man, school is kicking my butt! I am late on a promise again!;)

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on May 02, 2015, 12:24:17 pm

So is anyone up for some RP coordination to kickstart it all? I'm up for anything like attacks, wars, or plans. :D

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: mate888 on May 03, 2015, 07:54:07 pm

I'll kick this post to the top again because I'll be really upset if it dies.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on May 04, 2015, 05:32:06 am

So, mate888 want to have another war?

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Dark One on May 04, 2015, 11:43:50 am

[OOC] Thanks to Drazoth for helping me to write this. [/OOC]

The kobold priest moves slowly through the caverns. He knows that blessing of his dark god gives him strenght needed to deal with any problems along the way. After a short while he realises that someone is watching him. He turns around, to see a dwarf coming out of shadows.

Drazoth the 3rd emerges from the shadows, the crundle constructs at his sides. With calm voice he says:

- Hello, I would like to speak with your master.

Kobold looks at the constructs. Powerful magic holds their existence in place. Then he speaks with cold, empty voice:

- Why do you wish to speak with my master?
- He and I were allies while he was on this plane. I wish to see if our alliance still stands, and if so, what changes may need to be made to our plans.

The kobold shudders. His empty eye sockets fill with strange energies, and he starts to speak with dwarven voice:

- I have awaited you. Know that our alliance still stands, but now I can offer You much more. I can grant you eternity, I can bring death to your enemies. What is it you seek?

Drazoth smiles slightly at the sound of the eldritch voice.

- I have no need for eternity. I know myself well enough to know that I would just get bored after the first thousand years or so. What I seek right now is information, namely, what has become of you? Are you dead? Have you ascended to godhood?

Energies start to flow much more violently through the kobolds eye sockets. Then he speaks:

- I have left this realm and become a constant within variables. I have ascended godhood. Only now I can see that my mission in Doomforests is of greater importance than ever before. Be prepared, when the time comes.
- I shall be. Progress on the project is slow going. During my time as overseer several miners disappeared while working on it. Any idea what might have happened to them?
- I cannot tell you, as I'm bound by an oath of the gods. Only thing I can tell, is that the cause of disappearances is not of this realm. The good thing is, that with enough preparations, You could take control over it.

Drazoth looks bored by the conversation. He takes a bottle out of his pocket, but seeing that there is no ale inside he hides it quickly.

- I will look in to it then. While we are on the subject, I don't believe that we ever discussed one thing.

Then he says what the problem is, and asks:

- Any ideas?
- Crystals and soap would allow you to do this.
- Very well. Since my replacement has finished his term as overseer, it seems a relative of the Great Soaper has taken the purple hat. Since he shares his kinsman's obsession with the substance, convincing him to make enough for our purposes should be easy. What might be difficult is convincing him to use it for building, and not cleaning.
- Hmmm... You could always say that you're going to build the cleanest building in the fortress.

Kobold priest moves his hand a little forward. Suddenly an object appears in his hand.

- Take this gift. It would make everything easier.

Drazoth looks at the gift. He then makes a curt gesture and one of the constructs takes it, holding it with only two claws like one would hold a very dirty sock.

- Thank you. I will need to go check on the project now and see how much my replacement accomplished. Then I need to talk with the new overseer. Anything else you wish to say before I go?
- There are important matters to discuss with other gods. Do you need something from one of them?
- I need nothing from the gods at the moment. I'll let you know if I do. Until we speak again.

With that Drazoth turns and leaves with the constructs following, the one holding the gift carries it at arms' length, seemingly disgusted by it.

- So be it.

Kobold priest shudders no more. Then he translocates to take what his master needs - a termite skull.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?

Post by: TheFlame52 on May 04, 2015, 04:06:45 pm

Fuck, whose turn is it? Get on with it!

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: mate888 on May 04, 2015, 08:32:52 pm

Quote from: TechnoXan on May 04, 2015, 05:32:06 am

So, mate888 want to have another war?

We never started the first one, but sure!

Journal of Mate the 888th, Chief Inquisitor

AAAAAAAAAAAAARGH! THE FÜCKING CRÜNDLES ARE EVERYWHERE! WHY WOULD ANYONE EVER THINK ABOUT PUTTING THEM IN A PIT?! LITTLE COCKROACHES!

- -Kulet!
- -Yes?
- -You see those crundles roaming about the fort?
- -Yes..
- -Gather a group of people and kill every single one of them.
- -Is there any reason for it?
- -They are annoying.
- -That's a valid reason, but won't that piss off Techno Xan?
- -Kulet.
- -Yes?
- -Shut up and work. Kill the crundles or I'll burn you.
- -*sigh* Yes, sir.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Drazoth on May 11, 2015, 11:11:40 am

Hello.... Anybody still here? PsychoAngel, you there?

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on May 11, 2015, 02:23:13 pm

I hope that when exams are over all the threads will speed up again, it's just so slow! Oh and mate, I'll RP soon, exams! :'(:'(but yeah, is an update in the pipes?:-\

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on May 11, 2015, 04:43:04 pm

I hate exams for this reason, too.

I'll speed it up as soon as I can.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: mate888 on May 13, 2015, 07:07:27 pm

Well, the exams are killing more overseers and ex-overseers than all the FB's on Doomforests together. It was inevitable.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on May 13, 2015, 07:23:57 pm

I feel your pain m8 888

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Corona688 on May 14, 2015, 02:50:34 am

Quote from: Taupe on December 20, 2014, 01:36:12 am

When Darzoth opened the door, I was shocked. Confused. Speechless. The whole thing with the mysterious cavern dwellers lasted at most 20 seconds, after which I paused, took screenshots, and closed the game. This was so anticlimatic, I had to stop. As I tried to process what was happening, I spent a good fifteen minutes in my chair, giggling and shaking uncontrollably. (I was tired and full of caffeine). I'll be fair, this is easily in the top one of the things I experienced in a videogame. Each question I could think of only created more questions. so my brain just stopped, and i spent my time there, laughing maniacally. Because this was so absurd.

I am randomly bursting into fits of giggles and are liable to do so for days despite a class-2 toothache which somehow stopped hurting despite -- or from -- laughing enough to make my face tingle.

That's right, Ast is so mind-blown, that her confusion overwhelms her murderous, cursed instincts, and so she just stares at Darzoth, who slowly back the fuck away. I click her. Her primary motivation now is "Building wall", which is weird for a weebeast because enemies usually don't have a general screen with their skills and current job. The situation is indeed so stupid that the game refuses to ackowledge what's going on, and so WereAst just observes her unfinished barricade, unable to comprehend how its construction was ever suspended in the first place. A day pass, then two. Ast turns back into a dwarf. The cavern folks return to the forge, and find her naked, still staring at the wall. I click the wall, and cancel it. ast finally picks up her clothes.

It is hard to see the screen through the tears.

Ounte

It's unclear why most of the senior members of the fort decided to sneak past the barricade and dodge a forgotten beast for three months to live here. none of them seems sane enough to really explain. They have no weapons, no booze, no tools, no ressources, no food, no beds, and no form of organisation whatsoever. They are living on the dusty ground inbetween three gigantic magma pools, where they are stalked by crundles and a forgotten beast. Yet somehow, despite all this, they seem to have a happier life than the proper residents of the fortress. what a great fort doomforest is, guys.

My stomach hurts

Ouote

Ast is smelting some stuff while the rest are gathering food. Everything is going well, until everyone realizes that the next full moon is really, really soon.

oh god

Quote

We are locking a crazy werewolf away behind a giant bar of soap. In a volcano. desperate times, man.

The blood moons come and goes, and ast rages and claws at her soapy confine. In a violation of all reason and logic, the barricade holds. Astville endures for another month.

Yes

You read that right.

A single bar of soap saved the fortress.

•••

Quot

despite everything, life down here is simple, and somewhat safe. they are slowly building everything they need out of bamboo and mushrooms. They are living wacky minor hijinks. It's basically Gilligan Island, except instead of almost getting rescued at the end of each episode, they almost get devoured by a wereantelope.

it hurts to laugh

Title: Re: The Violent End of Doomforests - Or Not? By Armok, What Is This Fortress? Post by: Chaoseed on May 14, 2015, 09:05:09 am

Quote from: Corona688 on May 14, 2015, 02:50:34 am

it hurts to laugh

I see someone else has gotten to Taupe's turn. Believe it or not, it gets better.;)

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Drazoth on May 14, 2015, 10:36:38 am

Welcome to the mad house. On a side note, I've been thinking of writing journal entries for 1 and 2 that would cover my inactivity during their stays, to help alleviate this lull in activity. Let me know if you think it's a good idea.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Corona688 on May 14, 2015, 06:01:54 pm

Quote from: Chaoseed on May 14, 2015, 09:05:09 am

I see someone else has gotten to Taupe's turn. Believe it or not, it gets better. ;)

Nothing tops that. Soon after it becomes impossible to tell the gameplay apart from the fanfiction written in firm defiance of in-game events.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on May 14, 2015, 06:38:45 pm

So whose reaction is better, his or mine?

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on May 14, 2015, 06:53:05 pm

Quote from: Drazoth on May 14, 2015, 10:36:38 am

Welcome to the mad house. On a side note, I've been thinking of writing journal entries for 1 and 2 that would cover my inactivity during their stays, to help alleviate this lull in activity. Let me know if you think it's a good idea.

Sounds great! Man I am so busy, I will RP tomorrow though. I hope... I'm super busy with Crownhammers as well! ;D

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Chaoseed on May 14, 2015, 07:48:41 pm

Quote from: Corona688 on May 14, 2015, 06:01:54 pm

Quote from: Chaoseed on May 14, 2015, 09:05:09 am

I see someone else has gotten to Taupe's turn. Believe it or not, it gets better. ;)

Nothing tops that. Soon after it becomes impossible to tell the gameplay apart from the fanfiction written in firm defiance of in-game events.

Well, I was just referring to the fact that you were quoting from the early part of Taupe's turn. For my money, the crowning moment of awesome for Doomforests is

Spoiler (click to show/hide)

Quote from: Taupe on December 23, 2014, 02:51:56 am

That's it, guys. The final months of PsychoAngel's turn are now complete. I may now begin my turn proper. Wish me luck, it's gonna be a tough year.

Title: **Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull?** Post by: **Max™** on **May 14, 2015, 08:45:20 pm**

The moment when the goat showed up was a great pre-climax, with the real climax being the doctor wandering around ignoring orders to pick a flower and save their ass.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Taupe on May 15, 2015, 01:20:39 am

Sure, things looked grim for a moment back then, but over the years Doomforests has slowly evolved into a nice place to raise (http://www.d20pfsrd.com/magic/all-spells/a/animate-dead) a family.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Iamblichos on May 15, 2015, 06:00:03 am

It would be really nice if this fort didn't die.

:-\

Just sayin'.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TechnoXan on May 15, 2015, 06:11:43 am

Quote from: Iamblichos on May 15, 2015, 06:00:03 am

It would be really nice if this fort didn't die.

:-\

Just sayin'.

With all the people interested in it I don't think so. ::) I hope so. Is an update coming? We all need one pretty fast. :-\ But I do understand you're exam troubles but maybe just a small one? :D

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on May 15, 2015, 06:17:02 am

Probably be able to do one on Sunday. I don't want the fort to die, either.

We'll see if I can do one today, though. I'm starting to have more time.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Max™ on May 15, 2015, 12:36:15 pm

Oh come on, if the fort did die you guys would just turn whatever killed it against the next thing to come along.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Taupe on May 15, 2015, 02:03:32 pm

dont take too long. weird things happen when i take over your turns.

...wait im still not even in the turn list @

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: mate888 on May 15, 2015, 08:20:54 pm

Quote from: TheFlame52 on May 13, 2015, 07:23:57 pm

I feel your pain m8 888

I'll sig that.

You have no choice on the matter, I will.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: mate888 on May 15, 2015, 08:29:41 pm

I got bored so I made this ugly mouse-made drawing about that one brave duck who singlehandedly (singlewingedly?) delayed a greenskin siege during my turn for several weeks before being finally killed by the bloodthirsty goblins when they managed to get him of the tree he was hiding in.



I know that hundreds of dwarves died in more epic circumstances, but screw them, the duck is better. May he rest in peace.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on May 17, 2015, 09:26:34 am

Terribly sorry about the delay, but now I am able to get some good playtime in.

It won't be as detailed as it usually would for me, though. Feeling weird today as well as me wanting to accelerate the growth of the fort as quickly as possible

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on May 17, 2015, 10:22:47 am

Journal of Psycho II: Second Entry

It appears I may not be able to be as detailed as I like in the next few entries, a whole lot of bustle and chaos is going on and it makes it hard to concentrate.

Anyways, it is the sixteenth of Granite, and some odd happenings have occurred, but it's not a problem.

Current Accomplishments:

- -Remade the soaping corner. Armok knows we'll need it.
- -Installed several more coffins.
- -Felled some trees. People threw up.

-Built five Mason's Workshops in a corner where a ton of stone is lying around.

Notable Happenings:

- -Migrants arrived on the fifteenth of Slate. Eight in all.
- -So far, no trouble has been made by anyone. Not yet at least.

Notable oddities:

- -No one seems to want to bury the corpse of Solon Duthnurreg, perhaps there aren't enough coffins...
- -Moody dwarf went mad :(She's not causing any trouble... yet.
- -Goblin invaders are harassing the local wildlife more than they are us. It's like all they came here for was to put forth a motion for Langur genocide.
- -A month has passed, they still haven't buried Solon.
- -A forgotten Beast is stuck behind some fungal trees.
- -The goblins left without a word, no one even knew that they were here.
- -The Crundle who was fighting an Elk Bird died. Looks like it needed more training.
- -I've heard tell of a Crundle Pit, but as far as the census goes, there's only ONE Crundle in the fort.

Notable Scenes:

<u>Spoiler: Goblin Chase + Langur Fight</u> (click to show/hide)





Spoiler: Beastie (click to show/hide)



<u>Spoiler: Mason's Corner</u> (click to show/hide)



Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Corona688 on May 17, 2015, 10:56:11 am

Check that they haven't picked a coffin somewhere forbidden or something.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Galena on May 20, 2015, 10:25:44 am

I've been dreading the end of your turn for a while. This is my first community fort, so I just know I'll run it to the ground.

If you get any migrants, please dwarf me.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: PsychoAngel on May 20, 2015, 03:07:16 pm

Don't worry, I'll try to keep it as stable as possible for ya. ;D

Anyways, finals are in tomorrow and Friday, and my mom's birthday party is on Saturday, so I won't have time until Sunday.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: mate888 on May 20, 2015, 05:01:16 pm

Oh God.

The universe wants me to think only of Doomforests, doesn't it?

The following issues confront Kinmelbil:

- Nobody Expects The Dwarvish Inquisition! [unaddressed]
- I Want A Lawyer [unaddressed]

★ Dismiss All Issues

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: TheFlame52 on May 20, 2015, 05:19:57 pm

...What is that?

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Max™ on May 20, 2015, 05:38:24 pm

Well it's two chief weapons are fear, drunkenness, and magma.

Err, I mean it's three chief weapons are fear, drunkenness, and magma.

((And axes!))

Yes, the three chief weapons are fear, drunkenness, magma, and axes.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Taupe on May 20, 2015, 11:15:53 pm

Quote from: Max[™] on May 20, 2015, 05:38:24 pm

Well it's two chief weapons are fear, drunkenness, and magma. Err, I mean it's three chief weapons are fear, drunkenness, and magma. ((And axes!))

Yes, the three chief weapons are fear, drunkenness, magma, and axes.

Drunkenness is awesome, it's like a free weapon.

Title: Re: The Golden Years of Doomforests - pssst . . . wanna buy a termite skull? Post by: Dark One on May 23, 2015, 11:53:54 am

The kobold priest moved slowly through the darkness, holding the termite skull in his hands. He walked past the great cavern lakes, through the dread passage to the altar. He placed the skull on the rock slab, in between the candles. Then he made a short prayer:

- ISTHUT ATHOTAT ETHELUR

And waited for response, to no avail. Something was not right. The undead kobold focused, sending a stream of red energy into the realms, but the seeking thunder haven't found anything of interest. He sat down close to the altar and waited, but after a while of silence he decided to use the termite skull. He came closer and cast the seeking thunder again, this time sending it through a magical bridge cast into the skull. The thunder flewn into the palace of Dark One, and came back to the kobold, giving him vision of the palace.

The place was dark and empty. Cracked walls barely hold the weight of construction. There was only Dark One's throne present there. As the kobold watched, the throne started to burn, leaving only a pile of ash. Suddenly the whole palace started to tremble, and it has been destroyed by the powers of void.

The kobold priest shuddered, but the powers that brought him undead were still present. Without anything more to do, he just walked until he entered the MechaTechno territory. Afraid cultists called for their comrades, so they could defeat the undead threat quickly. They readied the weapons and crundles, but the master engineer have stopped them.

- Who are you? You must be a slave of that fiend, Dark One! What do you want!?
- We are doomed! Our master have abandoned us!
- What!?

Suddenly the kobold shudders as powers that brought him undead have disappeared, leaving only a pile of bones.

Title: Re: The Hastening of Doomforests Post by: Salmeuk on May 27, 2015, 07:45:20 pm

I . . . have returned. This glorious tale yet continues!

Updated OP and caught up with the story.

Quote from: PsychoAngel on May 17, 2015, 10:22:47 am

-Goblin invaders are harassing the local wildlife more than they are us. It's like all they came here for was to put forth a motion for Langur genocide.

Perhaps Doomforests was named after the plight of the Langurs.

Quote from: PsychoAngel on May 17, 2015, 10:22:47 am

-The Crundle who was fighting an Elk Bird died. Looks like it needed more training.

I seem to have missed the implementation of our Crundle Training program, haha.

Quote from: PsychoAngel on May 17, 2015, 10:22:47 am



Is our dining room really that clean? Amazing.

Quote from: PsychoAngel on May 17, 2015, 10:22:47 am



I remember carving out those rooms, many years previous. Before my death.

Title: Re: The Hastening of Doomforests
Post by: Taupe on May 27, 2015, 10:21:26 pm

Hey, that dinning room looks actually nice and friendly, now that it isn't used as a werewolf containment facility/murderroom, or as a lair for a lone dirty insane doctor!

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on May 29, 2015, 01:38:35 pm

Yay, it lives! :)

Also, Taupe, I am honored that I was considered sig-worthy:)

Title: Re: The Hastening of Doomforests Post by: Taupe on May 29, 2015, 04:26:27 pm

Quote from: Iamblichos on May 29, 2015, 01:38:35 pm

Yay, it lives! :)

Also, Taupe, I am honored that I was considered sig-worthy:)

It's perfect. Incredubly specific, yet hilariously universal...

Title: Re: The Hastening of Doomforests Post by: mate888 on May 29, 2015, 06:49:41 pm

by: matecood on may 23, 2013, 00143141 pm

Likot runs into the Chief Inquisitor's office.

- -Your Holiness!
- -Call me Mate, Likot, I know you from before we came into this fort.
- -Mate, there's some foul stench coming from Mecha Techno territory. Maybe the undead are back.
- -The undead? Dark One is dead, there can't be!
- -Then what is it?
- -Maybe dead crundles and... Oh, no.
- -What?
- -If those crazy crundle-lovers are leaving their dead crundles to rot so that other crundles eat them, the crundles eating their rotten brothers may get sick and die, expanding sickness throught the fort!
- -What should we do, then?
- -Send some of our guys into their territory. Well armed. Kill as many crundles as you are able to and burn them. We can't risk the fort.
- -What if we are spotted by someone?
- -Don't kill dwarves. Knock them unconcious if necessary, but if they sound the alarm, you escape from their territory.
- -As you command.

Title: Re: The Hastening of Doomforests Post by: TechnoXan on May 29, 2015, 10:15:45 pm

The Codex of TechnoXan, Master Mecha Engineer

Entry Eight:

Well. Security seems tight, but first a crazy overseer, and now a shambling Kobold long dead walking right through our pens and training quarters and into my counsel meeting with the scholars. Scared the living crap out of Zurek. Well then the aberration said something about being abandoned! Is Dark One, that eternal thorn in my side, finally dead? Oh why would that stop him! That thing brought a horrible stench too! Well anyway, I have arranged the four acolyte handlers with fourteen Alpha Crundles in our attack force. We will strike -wait! The pressure plates on mine shaft theta are activated?! Sound the alarm! Everyone back to your assigned pens and living quarters. This is not a drill! Send down the strike team and I want backup squads in the counsel room! Form on me, whoever this is, otherworldly dead or zealots. We will not yield! These are our caverns and this is our base, the Mechatechno sect will prevail! Oh lord here they come, the inquisition will fall today!

So sorry about the absents, SOLS just ended! Aaaaand now math finals. Well in a week or so. Anyway, so do you want to pm through the fight Mate? :D well, the RP is looking awesome! ;D :P

Title: Re: The Hastening of Doomforests Post by: Dark One on May 30, 2015, 06:52:16 am

[OOC] I made a slow adventurer run from DateTattoed to Doomforests. [/OOC]

Vampires, heretics and night creatures terrorize the world on a daily basis. In these dark times, Shorast Strangerways, soon to be known as The Craterous Comet of Fields, decides to stop this with violent force!

For months I was tracking a fiend by the name Dark One. By corresponding with one of the cultists, I managed to locate his lair - Doomforests. On the way to DateTattoed, in one of the hamlets I met a swordsman seeking the demon too. I told him where he should go. I never met that swordsman again, he probably died on the way, got killed by cultists or the fiend itself.

The journey starts in DateTattoed, once glorious capital of mankind, now ruins full of lurking vampires and crazed cultists.

<u>Spoiler: The Beautifull Cathedral</u> (click to show/hide)



Standing in front of The Beautifull Cathedral, one of the many cursed chapels Shorast feels no fear. He walks down to the bottom of a pit in the middle of the chapel. Once there was a pond of holy water in the bottom, but the curse changed it into ice.



Shorast goes through the silent passages with torch lighting his way. The place gives a sinister feeling, the air is filled with stench of death and evil. Moving between corpse filled corridors, halls full of coffins and statuaries, taking any usefull items left by the dead, he realises how to remove the curse.



He searches the crypts, looking for ingredients necessary for a ritual and finds them - a human bone from one of the coffins and a troll skull. Then he visits a statuary, and performs the ritual. The ground shakes and wall tremble, beams of light shot out of the skull, and after a while the air clears. Shorast walks back to the entrance, and looks at the pond. Ice melted, freeing the holy water. The curse was







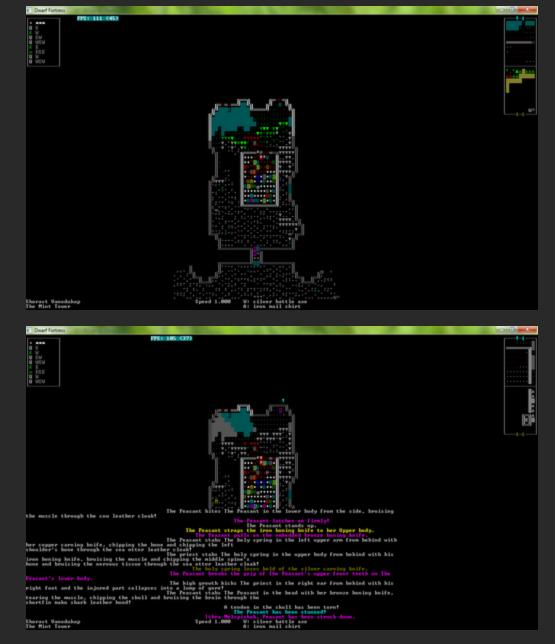
Next he leaves the cathedral, to look for someone who can give him directions to Doomforests.

Spoiler: Cultist Slaughterfest (click to show/hide)

Walking through the empty, silent streets of DateTattoed Shorast feels as if he was watched by something or someone. Suddenly he hears sounds of a battle.



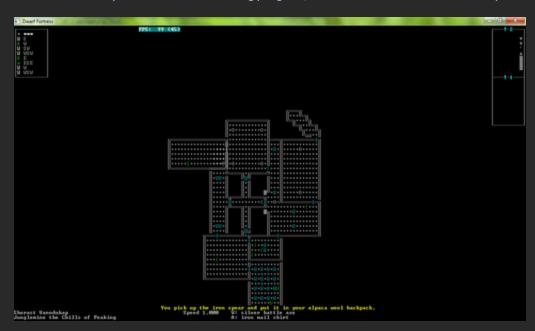
Shorast decides to see what is going on in the keep. He goes through the gates, listening to screams and clinging of metal. Then he finally reach the throne room, full of corpses, robed men with knives and king watching it ofr entertainment. Opening the door, everyone stopped and watched him for a while, and then came back to their business.



After a while of watching the spectacle, Shorast notices a hatch to royal crypts. There may be some items useful on his journey, like tomes of knowledge giving information about Dark One.



As Shorast descended the stairway, he had the same feeling as in The Beautifull Cathedral. He searched the empty halls for some time, but he found nothing of interest except for an old, rusted iron spear. Shorast felt rest of the energy contained within the object. Maybe he'll find a way to load it with energy again, or someone who can identify it.



Next he moves out of the crypts. Cultists continuing the massacre. Shorast wondered for a while what are they doing with the bodies, and then he found huge corpse stockpiles as an offering to their dark gods.



He turns back and goes away.

Spoiler: Vampire Hunt (click to show/hide)

Walking through the abandoned streets of DateTattoed, Shorast thinks about the spear. Who was it's owner, and what powers were contained in it? It was nearing evening, and Shorast had to find a shelter for the night. Suddenly a dark figure jumps from the nearby roof and lands in front of him. "Vampire!" Shorast shouted and drawn his silver battle axe nad iron shield.



The battle starts. Vampire tries to bite Shorast, but with a quick hack of his axe, he strikes the vampire in the right foot. Bloodsucker is knocked over, but still tries to kill Shorast. After dodging some of it's attacks and a few strikes, the vampire finally dies due to blood loss.

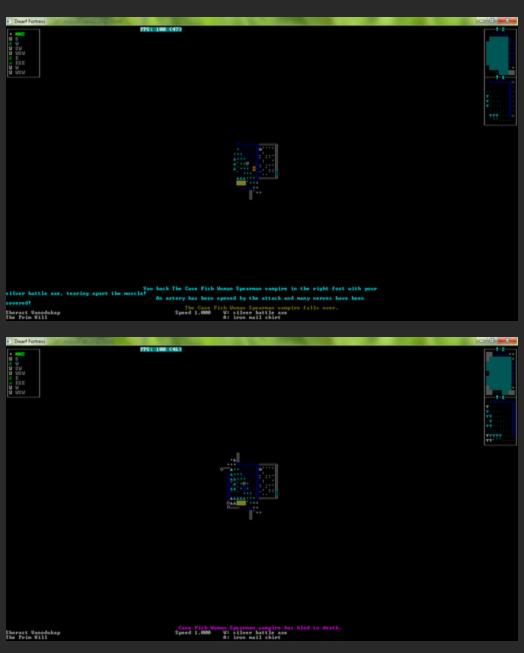


Next Shorast looks for suitable container and takes some vampire blood. Drinking it would move on the curse on him, but that isn't his plan. Vampire blood can have high price in alchemical market. Price varies, depending on how dangerous was the beast and of which race. Shorast goes to the closest abandoned house, taking the body with him. He makes a fireplace inside, to not lure another deadly night creature. When the fire is high enough, he throws the corpse into the fireplace and watches as it turns to dust. Then he falls asleep.

After a few hours a long, horrifying scream wakes shorast up. He walks out of the house and notices dark figure running towards him.



"Another bloodsucker!" Shouted tired of this place Shorast. He deals with the beast rather quickly, takes blood, and throws the body into the fire.

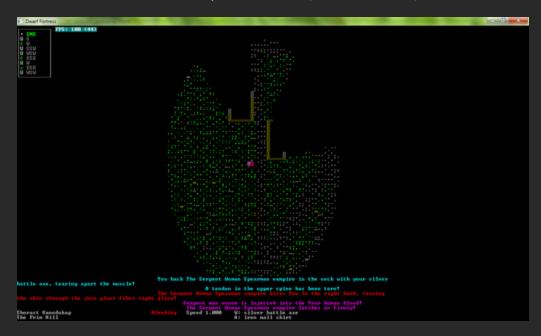


Then he falls asleep, and wakes up full of energy the next day. Shorast decided to look for some food and water for a travel to Doomforests, and searching the fields he is attacked by another vampire!

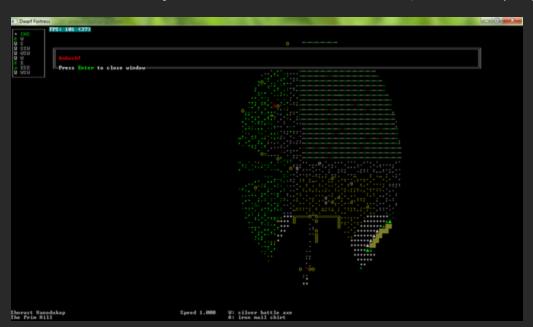


Annoyed by this Shorast takes his weaponry and rushes into battle. He hacks the beast in the throar, cloving it asunder, and after a few more strikes the bloodsucker dies due to blood loss. Shorast throws it over the campfire and goes away, heading to nearby farmer houses. When coming closer, a serpent man vampire runs out of one of the houses.

"Again? Just how many vampires live in this cursed place?!" Shorast said to himself. He rushed into the battle, hacking the beast and dodging it's attacks. But the beast managed to bite shorast in his right hand, injecting the poison and inflicting strong pain. However, Shorast unmoved with this increased the ferocity of his attacks, slain the beast, and thrown the body over the fire.

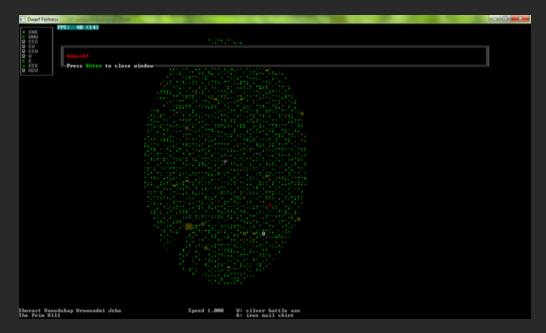


"Let's get out of this hole!" Said angered Shorast. He spent only one day and night here, and the city already shown it's true nature to him. Cultists, vampires and curses. As he was just about to leave the farmer houses, another vampire jumped out of it's lair.



"What now?!" A gobling axe lord vampire ran from the fields towards Shorast. It tried to kill him with it's bare hands. Shorast knew that if the bloodsucker had a weapon, he wouldn't stand a chance against such opponent. With a few well placed strikes, the vampire dies. This time, Shorast threwn the body into the river. He's sure that he'll meet with him again, and make a fair fight in the future if someone uses good formulae to bring him back alive.

Shorast moves on, and almost leaving the city, he gets attacked by another bloodsucker. Reptile man spearman charges towards Shorast, but he dispatches it quickly with his silver battle axe, and burns the body.



Then Shorast moves on in his adventure.

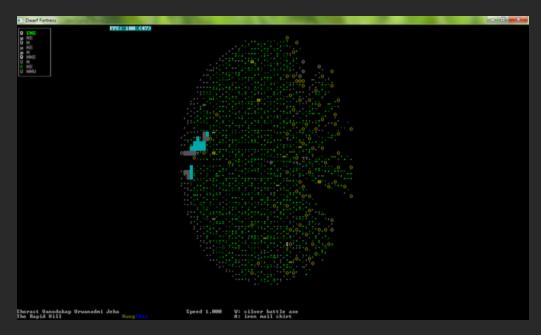
Travelling through forests Shorast hunts for food, and moves through local hamlets and dwarven hillocks. Somehow, everyone knows about his battles with vampires. People started to call him "The Craterous Comet of Fields". After a few nights spent within other humans and dwarves, he stumbled upon abandoned hamlet.

Shorast couldn't just leave it. Abandoned villages are a great lure for beasts. When he comes closer of the houses, a two marksmen jump out of bushes, axeman following them. They demand Shorast to yield, but the vampire hunter refuses to do so. He attacks the axeman first. Hacking him in the leg, he knocks him over. Then he strikes for the head, and the severed part sails off in an arc!

Then he runs towards marksmen while dodging and blocking flying bolts. They meet the same fate as axeman. Shorast goes close to the biggest house in the hamlet. Suddenly a huge group of marksmen, axemen and swordsman accompanied by dwarves appear. They told Shorast to enter the house and talk with the warlord. After a short greeting the warlord said:

- I've heard of your deeds for the people of DateTattoed, and heard about your battle with our soldiers.
 - What do you want?
 - I want to offer you a position of my lieutenant.
 - There are matters more important than banditry. I'm tracking a fiend.
 - So, let's say that if you'll look for a job, you can always come here.
 - I'll remember this. Excuse me now, I must be going.

Shorast leaves the base of bandits, and after following a huge river for some time, he finally reaches Doomforests. He stands in front of a huge wall of thick vegetation. There was something wrong about this forest... something frightening yet charming. As if the whole place called you, so it could take last drop of blood from your veins, and last breathe from your lungs.



Entering the forest Shorast felt overwhelmed by it. He felt both horriffied and fascinated. He knew that he'll never be the same after this journey. Wandering through the forest, Shorast stumbled upon a dwarven child. It was vomiting, probably due to cave adaptation. In the distance Shorast spotted another dwarf. It looked like mystical powers wanted to show him way to the fortress.

He followed the trail of dwarves, all of them looking distant, and not responding to him. Finally he saw a tower and fortifications in the distance. He climbed down the fortifications and entered main hallway, leaving past huge stockpile of corpses. His jounrey finally ended, but his mission just started. Shorast has reached Doomforests.



Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on May 31, 2015, 03:30:23 pm

Sorry about being so late. To be honest, I wasn't feeling the itch, and because of the framerate I'm getting in Doomforests, that's pretty much a deciding factor. I've also been sick this week, but am feeling much better now.

However, I'm kinda feeling the itch now, so I might get an update out by the end of the day. If not, expect something tomorrow.

Apologies for not letting you guys know.

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on June 01, 2015, 09:43:04 am

Sorry I wasn't able to get to it yesterday. But without farther ado, I will now begin a large session.

Prepare for the triple-postening.

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on June 01, 2015, 11:49:16 am

It is the eighteenth of Slate, and as time roves on, more and more odd occurrences happen within the walls of Doomforests.

So far we've had a crundle pit with no crundles, goblins attempting to murder all langurs, and a corpse that people just refuse to bury.

What in the name of Armok will happen next?

Accomplishments:

- -Built a few magma forges in the depths of Doomforests near the dorm rooms.
- -Had a fisherman who was trapped in the caverns break a wall and open the cavern. Will install a door.
- -Now we have a close-by source of fish
- -Found loads of gold inside the cavern.
- -I have given birth to a son! He will be a strong worker and will know the value of family tradition.
- -Traded with humans. Gave them some high-value crafts for drinks, animals, splints, crutches, metal bars, equipment, and berries

Happenings:

- -Oddom Matstukos has changed profession to Mason.
- -A metalcrafter has been possessed!
- -Summer has arrived.
- -Human traders have arrived!
- -Moody dwarf seizes gold, marble, cloth, leather, and wood for the construction.
- -Pencil Art has been reelected.
- -Migrants have arrived
- -Artifact Complete! It was a gold earring.

Oddities:

- -When did the fisherman get in the cave? Who sealed it?!
- -Saw a guy sleeping in the wood stockpile. Don't they know that there's a perfectly good dorm room?
- -Supplies tell me we can forge several different metals, but the workers say otherwise.
- -Found a 1x1 Cinnabar bridge where there doesn't need to be a bridge.

Scenes:

<u>Spoiler: New Forges</u> (click to show/hide)

Spoiler: Today's HOT new artifact (click to show/hide)

Vucar Thabostkol Metalcrafter has created Ulterborush a gold earring!

Press Enter to close window

craftsdwarfship is of the highest quality. It encircled with bands of gold ramie plant fiber naces with spikes of giant mole leather two in gold. The dwarves are traveling. The are Hall of Mortality of The Town of Stroking in $\mathsf{H}1\underline{1}$ ld earring All cra rble cabochons and enc od This object menace s an image of dwarves Doomforests by The H ling The artwork relates to the Stroking in the early spring of an image of Kivish Whipcloisters the dwarf and dwarves in surrounded by the dwarves The artwork relates to the ascension the position of king of The Town of Stroking in 652

That'll be all from me for now. I would have taken a screenie of the sleeping man, but I forgot. I'll do some more either later today or

Man, since I started this format for the journal, I have to keep with it. I kinda miss writing a narrative.

Title: Re: The Hastening of Doomforests Post by: Gwolfski on June 01, 2015, 02:42:15 pm

can i have a go?

Title: Re: The Hastening of Doomforests

Post by: mate888 on June 01, 2015, 05:30:11 pm

Quote from: TechnoXan on May 29, 2015, 10:15:45 pm

The Codex of TechnoXan, Master Mecha Engineer

Entry Eight:

Well. Security seems tight, but first a crazy overseer, and now a shambling Kobold long dead walking right through our pens and training quarters and into my counsel meeting with the scholars. Scared the living crap out of Zurek. Well then the aberration said something about being abandoned! Is Dark One, that eternal thorn in my side, finally dead? Oh why would that stop him! That thing brought a horrible stench too! Well anyway, I have arranged the four acolyte handlers with fourteen Alpha Crundles in our attack force. We will strike -wait! The pressure plates on mine shaft theta are activated?! Sound the alarm! Everyone back to your assigned pens and living quarters. This is not a drill! Send down the strike team and I want backup squads in the counsel room! Form on me, whoever this is, otherworldly dead or zealots. We will not yield! These are our caverns and this is our base, the Mechatechno sect will prevail! Oh lord here they come, the inquisition will fall today!

So sorry about the absents, SOLS just ended! Aaaaand now math finals. Well in a week or so. Anyway, so do you want to pm through the fight Mate? :D well, the RP is looking awesome! ;D :P

- -Okay, Likot, they didn't seem to have found us yet. If we can keep sneaking around and--
- A bell starts ringing from the corridor. Kulet looks at her feet and sees herself standing on a pressure pad.
- -We have to pull back!-Talin cries-Before it's too late!

As he says that, a abnormally large crundel jumps at him from the dark and bites his legs.

Likot reacts quick and stabs the crundle in the head with a shortsword, ending it.

-There are dwarves coming!

A dwarf and a crundle come running in, the Chief Inquisitor's Emergency Heir runs in and stabs the huge crundle in the eye and twisting his spear around, killing it.

The crundle farmer attacks the Heir, but Kulet punches him in the head, knocking him out.

-There are more coming, retreat!

The inquisitors run back where they came from. They weren't able to kill a significant number of crundles, and the crundlers would probably strike back. But atleast they killed two big crundles. They wouldn't have any more of those... Right? Right?

Title: Re: The Hastening of Doomforests
Post by: Salmeuk on June 01, 2015, 06:44:33 pm

Quote from: Gwolfski on June 01, 2015, 02:42:15 pm

can i have a go?

added! At the current rate (hehe it's more like the rate it's always been) don't expect to play for a month or two.

And Psycho, if you aren't able to smelt garnierite or whatever despite the stocks screen telling you that it exists, I remember doing a bunch of mass forbidding of ore during my ill-fated plan to move to the new fortress. Perhaps the ore you see isn't available to the dwarves, sitting in some forgotten storeroom.

The fact Doomforests has sprawled enough to generate abandoned storerooms is impressive!

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on June 01, 2015, 08:36:55 pm

I was actually trying to smelt the gold THAT WE JUST MINED. It was still sitting on the ground in the cave when I gave the order, and no one was hauling it.

Title: Re: The Hastening of Doomforests
Post by: Salmeuk on June 02, 2015, 12:25:32 am

Quote from: PsychoAngel on June 01, 2015, 08:36:55 pm

I was actually trying to smelt the gold THAT WE JUST MINED. It was still sitting on the ground in the cave when I gave the order, and no one was hauling it.

Hah, you made the fatal mistake of expecting *anything* from those dwarves. Sort of like the fleeting bond formed between two regulars at a coffee shop, once you begin to form expectations you have to be prepared to have them dashed against the rocks (or boulders of gold I suppose). Just like that person you chatted with a few times might never appear again, your dwarves might behave in a hilariously unresponsive matter for no obvious reason. Such is life amongst these forests of Doom.

What's the job list look like? perhaps the dwarves are busy elsewhere.

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on June 02, 2015, 12:36:51 pm

Well, there are usually 20-30 idlers who COULD be hauling, but of course, aren't. And the gold that WAS hauled to the stocks apparently was never found by the forge dwarves. Perhaps it was put in a forbidden container. I'll check around next time I play.

Title: Re: The Hastening of Doomforests
Post by: Dark One on June 02, 2015, 01:06:43 pm

Maybe there's a problem with accessing building? Like stockpile linked to a smelter, and dwarves have no access to it. The forbidden container is also a possibility. Otherwise... the curse of Doomforests reached your forges!

Title: **Re: The Hastening of Doomforests**Post by: **Taupe** on **June 02, 2015, 03:35:05 pm**

Yeah if the dwarves dont haul at all, check if the stockpiles are alright. Maybe just delete one stockpile for say, stone, and remake it fresh, to see if it clears any accidental links or designation.

Title: Re: The Hastening of Doomforests
Post by: Dark One on June 03, 2015, 01:52:06 pm

Journal of Shorast Strangerways the Craterous Comet of Fields

The journey is over, and despite many dangers I've finally reached Doomforests. Rumors of this place spread by travelling merchants told about unthinkable riches, but when I reached the entrance I saw only piles of bodies. What's going on in this place? Is that fiend Dark One responsible for all those deaths? I need to find out.

The smell of death gets stronger as Shorast delves deeper into the fortress. Wandering through some parts of it, the adventurer notices different architectural designs, and he clearly sees that some parts are less aged; as if the fortress was built from a few parts united into whole later. Suddenly a group of robed dwarves run towards him shouting:

- CRUNDLES!!!

Shorast quickly draws his silver battle axe and iron shield, and charges into battle shouting:

- I'll stop those beasts! Run for your life!

But the dwarves refuse to run away, they take their equipment and attack. The whole group quickly defeats crundles, but one of them spots another, bigger wave supported by cultists. Only thing they could do was run away and hide somewhere. Shorast and dwarves ran straight the corridor to an dead end, but one of the robed dwarves pushes secret pressure plate and a the wall reveals door leading into dark, long abandoned passage. Stench of decay got much stronger, but this was the only way to save their lives. The robed dwarf conceals the secret passage and leads the way.

After a while of moving through dark, webbed corridors the group enters a big, burnt chamber. Ash covers everything except a rectangle on the floor, suggesting that someone moved an object from this place after the fire set down. Then the dwarf speaks:

- We could take them on our own, but thanks for help human. Who are you, and what's your business in this cultist driven hole?

- I am Shorast Strangerway the Craterous Comet of Fields. This servant of Nifih greets you.
- SERVANT OF NIFIH!!! I WILL SHOW YOU WRATH OF ARMOK! YOUR END IS APPROACHING!!!

The robed dwarf charges with his fists, but is stopped by younger members of the group.

- KULET! LIKOT! GET OFF ME, OR I'LL FEED CRUNDLES WITH YOU!!!

They follow his orders. The he says:

- What do you want here!?

After a while of silence Shorast says:

- All those beasts and cultists have tainted the name of Nifih. My mission is to cleanse the world from beasts, and purge all the heretics, so the name of Nifih shall be glorified again!
- You are here to deal with the vampire! Good luck then. Overseer closed that bloodsucking bastard in walled off cell.
- Actually, I came to Doomforests with different mission, but I'll deal with this problem later. For months I've been tracking a fiend called Dark One. Do you know anything about that?

The dwarf gives Shorast annoyed look. He says:

- Just look around you idiot! We are in his old lair! Bastard moved somewhere later, and now is nowhere to be found. Probably sitting in the caverns. But you can't enter them until we'll deal with those damned cultists! This is my offer: kill them all, and then go for the Dark

After a while of consideration... and a bottle of dwarven ale given him by robed dwarves, Shorast agrees. Then they go to inquisitions headquarters.

Title: Re: The Hastening of Doomforests Post by: mate888 on June 03, 2015, 02:31:32 pm

Yay! Plotting!

Title: Re: The Hastening of Doomforests Post by: Taupe on June 03, 2015, 02:59:45 pm

You gotta appreciate how those seemingly impossible plots and hiding factions could technically all be doing what people are describing in their roleplay, because the fortress is just a creepy mess of abandonned semi-fortresses and long-forgotten tunnel complexes filled with beasts, artefact, discarded goods and corpses...

Title: Re: The Hastening of Doomforests Post by: TechnoXan on June 03, 2015, 08:28:26 pm

Quote from: Taupe on June 03, 2015, 02:59:45 pm

You gotta appreciate how those seemingly impossible plots and hiding factions could technically all be doing what people are describing in their roleplay, because the fortress is just a creepy mess of abandonned semi-fortresses and long-forgotten tunnel complexes filled with beasts, artefact, discarded goods and corpses...

Haha, wow. I laughed so hard at that! :D We have so many cults, bases, pits, shafts, and dead ends. How does anyone ever get out of oh wait. No one does...:o ;D

Title: Re: The Hastening of Doomforests Post by: Drazoth on June 05, 2015, 01:12:52 pm

It's finally happened!!

Quote from: monk12 on June 04, 2015, 07:02:46 pm

Quote from: Max[™] on February 07, 2015, 03:26:33 pm

You're a mean person, Mr. Stalin.

Also, if I can vote then I gotta vote for an oldie, and a... goodie(for certain values of 'goodie' I suppose):

Vanod +1 Doomforests +1

Quote from: mate888 on February 07, 2015, 07:55:01 pm

So, how can I vote for Doomforests?

Quote from: Iituem on February 12, 2015, 04:22:11 am

+1 Doomforests. Soap ex machina!

Quote from: TechnoXan on February 22, 2015, 10:27:14 pm

Soooo, Doomforests is still up for voting right? Because if so, +1 for Doomforests. The greatest beacon to cults, werebeasts, and (oh yes) SOAP the world over. ;D

Quote from: Chaoseed on March 12, 2015, 09:05:39 pm

I'd like to +1 Doomforests. Honestly, Taupe's first turn alone is well worth the read.

Votes added!

Doomforests (http://www.bay12forums.com/smf/index.php?topic=144852.0) has been inducted into the Hall of Legends!

sorry for the inactivity lately. Been busy. I will post the journals of 1 and 2 at some point when i am less busy.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on June 05, 2015, 02:26:27 pm

I apologize for my lack of hastening. I should be able to get good time in starting today.

- ...Maybe even... RIGHT NOW!
- ...Also, where do the ores go when hauled? I must know so I can see what the problem is in the forges.

Title: Re: The Hastening of Doomforests Post by: Dark One on June 05, 2015, 03:09:24 pm

The [R] room command should have stockpiles listed if you don't know where they might be.

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on June 05, 2015, 03:22:43 pm

Checked, never really got a match. I investigated three stockpiles, too.

Title: Re: The Hastening of Doomforests

Post by: **Dark One** on **June 05, 2015, 03:55:55 pm**

You can also set follow on a dwarf hauling ores to stockpile, so you could see which one it is. This could take some time if the framerate is low, and if dwarves don't haul at all, maybe try to set up new stockpile.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on June 05, 2015, 04:16:30 pm

Journal of Psycho II: Fourth Entry

The dwarves of Doomforests aren't particularly productive, nor are they quite right in the head as a whole, but they are my people and as such I will care for them.

It is the twenty-first of Hematite, and the "organization" of our fort still makes it difficult to get anything major done, let alone write a journal.

Accomplishments:

- -Put all of the animals into the pasture.
- -Pasturing the animals put the idle count down to nine!
- -Made a new stockpile room near the forges SPECIFICALLY for ores.
- -Felled many a fungal tree deep within the caverns.
- -Told the trainers to use the now clear area in the cavern for Elk Bird taming.
- -Designated a place between both major activity zones of the fort as a new hospital

Happenings:

- -Humans have returned home
- -Taming of the many Elk Birds in our captivity has begun
- -A trapper withdraws from society... to claim a craftsdwarf workshop.
- -Finished smoothing the Hospital, now to put in the furniture
- -Autumn is here

Oddities:

-!!NO ONE IS HAULING THE GOLD!!

Scenes:

Spoiler: New Ore Stocks (click to show/hide)



Spoiler: Tree Fellers (click to show/hide)





Spoiler: New Mood (click to show/hide)

Unib Uzolmamot Trapper withdraws from society

That'll be all from me for now.

Title: Re: The Hastening of Doomforests

Post by: Dark One on June 05, 2015, 04:23:29 pm

Quote from: PsychoAngel on June 05, 2015, 04:16:30 pm

Oddities:

-!!NO ONE IS HAULING THE GOLD!!

Have you checked orders? Maybe stone hauling was turned off, or maybe gold is forbidden in the stone screen (though I don't know if this would be cause of the problem).

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on June 05, 2015, 04:26:43 pm

One turn closer to my turn

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on June 08, 2015, 06:38:36 pm

a tumbleweed rolls past as the desert crickets chirp

Title: Re: The Hastening of Doomforests

Post by: Dark One on June 09, 2015, 10:06:31 am

Quote from: Salmeuk on June 08, 2015, 06:38:36 pm

sta tumbleweed rolls past as the desert crickets chirpst

A pack of vultures eats flesh off a dwarven corpse

Title: Re: The Hastening of Doomforests

Post by: **TechnoXan** on **June 10, 2015, 06:32:40 am**

And a pack of Crundles stands victorious, and so they begin to build their new empire from the ashes of all others.

Title: Re: The Hastening of Doomforests

Post by: Dark One on June 10, 2015, 08:17:42 am

Journal of Shorast Strangerways the Craterous Comet of Fields

First day in Doomforests I managed to see the chaos and madness ruling this place. There are many factions fighting for power, and I'll have to choose one side. So far, the inquisition seems to be the only good choice.

Shorast continued with inquisitors to their headquarters. There was a big table in the middle of the room with map of Doomforests on it. Armor stands and weapon racks were placed in the back of the room, rock coffers were standing in between beds. Dwarves, except the chief inquisitor took a seat in their tiny rock thrones. Then he said:

- This is our tactical map. We use it to plan our actions, and mark secret ways the fortress. If you'll need equipment, ask Likot. He'll find something for you. Now, we need to plan our moves. The MechaTechno sect is powerful and they have highly fortified headquarters. Any ideas?

Shorast thinks for a while and says:

- Nobody knows me in the fortress. If I'll have a suitable costume, they won't know that your secret agent. Advancing in their hierarchy, I could learn their weaknesses and inform you about their plans.

The dwarf looks surprised by this idea, but after a while of consideration says:

- Great! I'm sure that Likot had a suit of captured cultist somewhere...

Then he screams to a dwarf sitting just to the right of him:

- LIKOT! BRING THE CULTIST SUIT!!!

The dwarf falls off the chair, and scrambles away. After a while he comes back with a soap helmet and an old, dusty robe. Shorast takes the equipment, and uses a secret way inside the caverns. As he wandered the caverns, a squad of cultists with spears approach Shorast. They say:

- What are you doing here!? There's a war going on, Master Engineer told us to make sure all low rank cultists stay inside the headquarters! Now, we'll get you back to the base!

Shorast guided by cultists entered the entrance cave. There was a main square, surrounded by a few buildings. The place was bustling with activity. Dwarves were moving machinery parts all around, patrol squads moved out and came back to the base. There were four caves more - main cave, dormitory cave, militia cave and engineers cave. Shorast as a low rank member could enter only entrance and dormitories, while rest was reserved for higher rank cultists.

As adventurer wandered the vast, cavernous streets, he looked at working dwarves. Some of them were taking parts to engineers cave, some of them were helping wounded squads, while the rest listened to the teachings of master engineer, or trained to join militia. Shorast came closer to crowd of dwarves, waiting for another session of teachings.

Master engineer himself appeared to teach new members of MechaTachno. He started with a story:

- A tumbleweed rolls past as the desert cricket chirp. Inquisitors and unbelievers fallen under the mighty strike of MechaTechno. A pack of vultures eats flesh off a dwarven corpse. There was still last group of enemies, preparing for their last stand. But the crundles stronger than unbelievers attacked them. And a pack of Crundles stands victorious, and so they begin to build new empire from ashes of all others!

Just as master engineer told last words, a pack of Alpha-crundles jumped from behind him, showing their might. After watching the show, Shorast went to observe dwarves training with magma blasters. He looked as one of them almost melted himself, and went to dormitories.

Title: Re: The Hastening of Doomforests Post by: Salmeuk on June 12, 2015, 12:45:16 am

I checked, and PsychoAngel started his turn back on April 19th. . .

Perhaps I should enforce the two week rule in coming turns.

Title: Re: The Hastening of Doomforests Post by: Taupe on June 12, 2015, 01:01:58 am

Probably. This fort just entered the Hall of Fame. We have many people waiting for a turn, or updates. Two weeks is the best we can offer for a single turn I'm afraid.

PsychoAngel, it may be wiser to wrap up the save asap and let the next person take over at this point. It has been over 3 weeks now...

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on June 12, 2015, 11:10:16 am

Yeah, I'm planning on getting one last update today before I pass it.

Title: Re: The Hastening of Doomforests Post by: PsychoAngel on June 12, 2015, 12:15:28 pm

Journal of Psycho II: Fifth Entry

Eighth of Limestone, dwarves are getting restless. Soon I will have to pass on the position of overseer. Hopefully my accomplishments will be appreciated. At last I can go back to being a humble soaper and help clean up this mess of a fortress.

Accomplishments:

- -Figured out and put a stop to the problem with the gold.
- -Purchased weapons, armor, food, drinks, and other things from the traders.
- -I retire my position of overseer on the twenty-third of Limestone.

Happenings:

- -Drazoth III Has given birth!
- -Our moody dwarf has begun the construction of their artifact.
- -The caravan from the mountainhome has arrived.
- -The artifact is finished! Beautiful.
- -I saw a ghost! He's not doing anything, so it's not a real problem.

Oddities:

- -I look over by the old tombs and statue garden and see someone's corpse... $% \label{eq:corpse} % \label$
- -No one seems to want to bury this one either
- -Looking at the notes left on some levers, I discover one labeled "Total Safety Project". Probably shouldn't touch it...
- -Although they are now carrying the gold to the stores, they still won't smelt it...

Scenes:

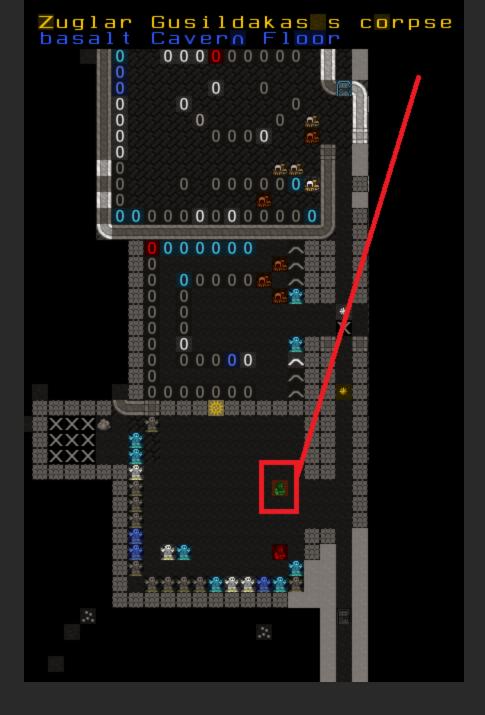
Spoiler: The Next Artifact is Here! (click to show/hide)

```
Unib Uzolmamot Trapper has created Asobolium a tetrahedrite figurine of Datan Smithfoot!

Press Enter to close window

This is a tetrahedrite figurine of Datan Smithfoot All craftsdwarfship is of the highest quality
The item is a masterfully designed image of Datan Smithfoot the dwarf and dwarves in tetrahedrite by Unib Uzolmamot Datan Smithfoot is surrounded by the dwarves The artwork relates to the appointment of the dwarf Datan Smithfoot to the position of general of The Town of Stroking in 38.

It is encrusted with oval cobaltite cabochons and cushion cut rock crystals and encircled with bands of pig tail fiber This object menaces with spikes of pineapple opal On the item is an image of a giant red panda in tetrahedrite. On the item is an image of a whale shark in cave spider silk. On the item is an image of cometfold the Mournful Sweetness the basalt figurine of Kulur Shadowdies the Sable Dead in donkey leather. On the item is an image of a half moon in tense of sea otters in crundle bone. On the item is an image of a half moon in Spoiler: Sad Corpse #2 (click to show/hide)
```



Save is here. (http://dffd.bay12games.com/file.php?id=10925) Sorry, I honestly really could have done it in two weeks or less, but I just was busy or wasn't in the mood. But it's over and done now, so have !!FUN!!

PS, tell me if the date in-game isn't the 23rd of Limestone. My computer tells me that the last time the file was modified was six days ago, but DF loads it just fine.

Title: Re: The Hastening of Doomforests Post by: Salmeuk on June 12, 2015, 02:18:26 pm

Awesome, thank you Psycho! The time wasn't too big of an issue, I think quite a few people were busy during these past few weeks so not much was lost?

I will update the OP later today, and I have PM'd Galena (we'll see if he responds).

Title: Re: The Hastening of Doomforests Post by: Dark One on June 12, 2015, 02:24:25 pm

I noticed that nobody tried to write a short summary of years from 1059 - onward. I have a suggestion for the 1059:

Fortress moves on as SkaiaMechanic picks up the overseer hat. Dwarves of Doomforests lead more peaceful lives, but then a vile force of darkness arrives, preceding visit of a minotaur later on. Forgotten ones lurk in the depths, taking lives of dwarves unwary enough to enter their kingdom. With new migrant waves, new cults born alongside older sects. The Dwarven Inquisition takes first steps against heretics and a great war ensues shortly after.

This can be modified to better fit other summaries.

Title: Re: The Hastening of Doomforests Post by: Taupe on June 12, 2015, 05:57:32 pm

i think not mentionning the total safety projevt would be disregarding the real focus of this turn

Title: Re: The Hastening of Doomforests Post by: mate888 on June 12, 2015, 06:12:35 pm

Mate the 888th is in his office, laughing.

-I can't belive he fell for that! We, accepting a worshipper of Nifih, after plaguing us with so much suffering?! Hah! And the best part is, he himself planned his own death! Come on! The Crundleshaggers may be stupid, but I don't think that a bloody human will pass throught unnoticed, will he? Well, enough of that. Likot, pick up that man's clothes and burn them. Give his weapons to some of our guys. As Mate picked up the rusty old spear that man had on his back, he felt a terrible shock.

His eyes turned purple as he started seeing things.

He saw a city, a great city, populated by humans.

He saw those humans falling to sin.

He saw an angered goddess, cursing those men and their whole kin.

He saw a dwarf, Osp, praying to the goddess as he turns into a blood-sucking demon, because of a fit of anger by the maddened deity. He saw a spear in the chest of a dying man

He saw a spear in the chest of a dying man.

He saw beastmen, on the shapes of frogs, lizards and snakes, entering the city, only to turn themselves into blood-crazed vampires. He saw the spear left there as years passed, bodies rot, metal rusted and the sons of DateTattooed fled the city or stayed, crazed by the curse.

He saw a man, grabbing the rusty spear, and using it to slay vampires.

Shorast.

He saw Shorast, falling under the curse of Nifih, going mad for blood and flesh of the sentient.

He saw blood on engraved walls.

He saw a once great dwarven fortress, crumbling to the ground.

He saw Nifih.

-The kin of DateTattooed is cursed. They and everyone close to them must suffer and die. I've seen my temples defiled by man, dwarf, goblin and beast. And they all deserve their righteous punishment.

"The goblins are all but gone, spread out in tribes, running for their lifes while their great black towers and spirals lay in ruins or under siege.

"The animalmen, savages, are being hunted down by even the filthy kobolds. And even if they will outlast the greenskins, they shall fall. "Dwarves and men, though. Those are tough foes. While many a man has been reached by my Curse, their race still fight me or ignore my existence, trying to forget the rightfull vengance that is coming their way.

"And then... There's dwarves. They have been the luckier of all yet, and may even outlast the human race, once it succumbs to the Curse. But they shall fall. Osp was but me showing myself to your lowly kin. As Doomforests is only the first of many dwarven strongholds that shall fall to me.

"That man, Shorast, belives that I have still faith on his race. His faith gives me a special influence over him that I lack with many others. He shall shocumb to me, and when he does, he will be my hand in the destruction of this fortress, and the continuation of the Curse to the rest of the dwarven kin. They will fall, eventually, it's only a matter of time.

Mate could not move, could not speak and could not close his eyes until the deity stopped speaking. When he was able to do so, he did what every self-respecting dwarf would do and attacked the goddess.

Still, an old dwarf priest aganist a goddess bent on vengance upon most of the world was not a fair fight, and when Mate's fists touched her face...

It was burning hot!

Mate jumped back, as the goddess came close to him.

-Perhaps, you could also help me to expand the Curse. A brave dwarf like you would be really usefull in the destruction of his own kin. -No!

Mate scrambled backwards, the floor felt like stone, but it was completely black, looking up, he could not see a ceiling, but complete darkness, with some streams of light blue far up. And a million of red eyes were staring at him, hungrily.

Nifih raised her arm, ready to possess Mate's soul, and the dwarf covered himself, waiting for the end.

And then, nothing.

As Mate looked again at the evil goddess, he saw a wall of something, apparently red glass, between the two.

A wall of blood.

-YOU ARE NOTHING WITHOUT ME.

The voice, loud and strong, made the million staring eyes flee into the darkness, even Nifih looked scared. But it made Mate calm, he felt protected.

-I BROUGHT YOU INTO EXISTENCE, AND I CAN MAKE YOU LEAVE IT.

Nifih started hitting the wall.

-I am not yours to control! I was created by you, but now, I am superior! I can defy your authority, I can defeat you! I AM TRANSCENDENT!

The wall broke like glass and everything faded.

Mate woke up in his office, Likot and other priests trying to wake him up.

- -What happened?!
- -...Let's say that of all the deities I have seen while having an hallucinogenous trip, Armok was the nicer.
- -What shall we do?!
- -Find Shorast and bring him here. He can't die, and he must know what Nifih really is. If he knows the thruth about her, she will not be able to control him, or so I hope.
- -Can we risk it?
- -We HAVE to risk it. We will die anyway. Let's atleast die trying not to.

Likot sent another disguised dwarf to MechaTechno territory, to get Shorast before the Crundle worshippers did.

Title: Re: The Hastening of Doomforests

Post by: **Dark One** on **June 13, 2015, 02:23:09 am**

Quote from: Taupe on June 12, 2015, 05:57:32 pm

i think not mentionning the total safety projevt would be disregarding the real focus of this turn

Damn, I knew I forgot about a few things when writing it!

Lesser empires fall, but Doomforests still thirves. SkaiaMechanic picks up the overseer hat and works on Total Safety Project. Dwarves of Doomforests lead more peaceful lives, but then a vile force of darkness arrives, preceding visit of a minotaur later on. Forgotten ones lurk in the depths, taking lives of dwarves unwary enough to enter their kingdom. With new migrant waves, new cults born alongside older sects. The Dwarven Inquisition takes first steps against heretics and a great war ensues shortly after.

Is this enough, or should I change some parts of it?

Quote from: mate888 on June 12, 2015, 06:12:35 pm

-snip-

Great post Mate!

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on June 17, 2015, 03:05:55 pm

The hastening must continue! Is there any news about the next person in line? Or has there been a PM but no response? We need to keep this crazy train rolling.

Title: Re: The Hastening of Doomforests

Post by: **Salmeuk** on **June 18, 2015, 05:12:58 pm**

I've added your summary, Dark one. Nice. I encourage anyone and everyone to write more, if you wish.

I sent a PM to Galena four days ago with no response.

A PM has been sent to PyroTechno (next in line), but

Quote

Last Active: March 16, 2015, 07:10:14 am

I heavily doubt it. So much so that I'm going to go ahead and see what the next person is up to. Mate888, want your turn? We can wait a day then let you go ahead.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on June 18, 2015, 06:05:55 pm

It looks like my turn is coming sooner than I thought.

Title: Re: The Hastening of Doomforests
Post by: Taupe on June 18, 2015, 06:06:54 pm

Quote from: TheFlame52 on June 18, 2015, 06:05:55 pm

It looks like my turn is coming sooner than I thought.

Don't get too excited. So's your death.

Speaking of which, consider this my monthly reminder that I am still not in the turn list and would really like for this to be addressed.

Title: Re: The Hastening of Doomforests
Post by: Salmeuk on June 18, 2015, 08:56:11 pm

Quote from: Taupe on June 18, 2015, 06:06:54 pm

Quote from: TheFlame52 on June 18, 2015, 06:05:55 pm

It looks like my turn is coming sooner than I thought.

Don't get too excited. So's your death.

Speaking of which, consider this my monthly reminder that I am still not in the turn list and would really like for this to be addressed.

ehehe my apologies, I always note the need but fail to perform the deed.

Title: Re: The Hastening of Doomforests
Post by: Salmeuk on June 22, 2015, 02:12:53 am

. . . Maxcat, are you there? Your turn has arrived! Everyone is gone!

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on June 22, 2015, 01:36:50 pm

So the OP links to my SECOND post instead of my first, which is here. (http://www.bay12forums.com/smf/index.php?topic=144852.msg6175248#msg6175248)

Really hope we can speed this up a bit. We must know how the great fortress Doomforests... "thrives" after my leave of overseer.

Neither replied to my PM's, so both PyroTechno and Mate888 are off the list. If you guys show up again I can add you back on.

Title: Re: The Hastening of Doomforests
Post by: Taupe on June 22, 2015, 02:03:41 pm

easy. everyone skips. I take over. Every dwarf but one dies.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on June 22, 2015, 02:11:30 pm

Brilliant. Never have I seen a better idea.

Title: Re: The Hastening of Doomforests

Post by: **Dark One** on **June 22, 2015, 03:03:54 pm**

And when everything seems good, suddenly the last dwarf dies of old age. Perfect plan!

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **June 22, 2015, 05:30:15 pm**

Except I refuse to skip. You'll have to go through me first!

Title: Re: The Hastening of Doomforests
Post by: Taupe on June 22, 2015, 07:33:37 pm

I'm on drunkfort right now live. If its not a bottle i aint getting trough it. You go ahead, I'll watch the show.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on June 22, 2015, 11:53:57 pm

So, I just got a message apparently sent 4 days ago that a turn is now open. Is one still open, I'd be happy to play. If one isn't, can I be put back on the list?

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 23, 2015, 12:15:25 am**

Quote from: Salmeuk on June 22, 2015, 02:12:53 am

Neither replied to my PM's, so both PyroTechno and Mate888 are off the list. If you guys show up again I can add you back on.

. . . Maxcat, are you there? Your turn has arrived! Everyone is gone!

Just saw this post. I'd love to be added back in. Sorry for not responding earlier. I just hope my computer can handle however much of a clusterfuck this has become.

Title: Re: The Hastening of Doomforests

Post by: **Salmeuk** on **June 23, 2015, 02:36:22 am**

This might be a little confusing for Maxcat, but since PyroTechno showed up and Maxcat hasn't I think you should just take the turn! Or so I consider.

Despite it's age (perhaps due to), this fortress still has a lot of interested folks. Turns have been sparse for ages, and we're all anxious for an update.

. . .

Is Smuntsu still around? Our Minister of Agriculture?

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 23, 2015, 02:46:58 am**

Quote from: Salmeuk on June 23, 2015, 02:36:22 am

This might be a little confusing for Maxcat, but since PyroTechno showed up and Maxcat hasn't I think you should just take the turn! Or so I consider.

Despite it's age (perhaps due to), this fortress still has a lot of interested folks. Turns have been sparse for ages, and we're all anxious for an update.

. . .

Is Smuntsu still around? Our Minister of Agriculture?

The latest save is PsychoAngel's on page 69, right?

Title: Re: The Hastening of Doomforests Post by: Salmeuk on June 23, 2015, 03:32:48 am

This post. (http://www.bay12forums.com/smf/index.php?topic=144852.msg6296446#msg6296446)

I fixed the hyperlink, Psycho (I can't believe I failed to notice the massive "Second Journal" when I was looking for your first post). I've also updated the OP with some fancy fancy. Whatever that means.

Good concept for a poll, anyone?

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 23, 2015, 05:26:20 am**

Quote from: Salmeuk on June 23, 2015, 03:32:48 am

This post. (http://www.bay12forums.com/smf/index.php?topic=144852.msg6296446#msg6296446)

Thanks.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on June 23, 2015, 05:37:16 am

Hurray, it lives!

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 23, 2015, 05:39:35 am**

Okay, first things first - I use the DF Starter Pack and Dwarf Therapist. The Starter Pack, specifically, does a couple things to help my computer not explode, but it should affect anything too much, so yeah...

Now, what's going on he - oh hell no.

Everything is clusterfuck. There is nothing that is not clusterfuck.

No, really. Where is everything?

I don't think I have any hope of understanding even a quarter of this mess, so I'm just going to let it run for a while and try not to let everything die.

23rd Limestone, 1062

The point where I got the save. Nothing has exploded yet, by definition.

9 FPS sucks, by the way. It's even worse than the cancellation spam. The "item misplaced" thing is presumably dwarves trying to get at the stuff in Old Doomforests.

24th Limestone, 1062

This is going to be a long year.

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 23, 2015, 05:50:27 am**

What does it mean when it says that my miners have defaced a Kib Encadol?

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 23, 2015, 06:16:37 am**

25th Limestone, 1062

I almost decided to build a farm in the soil layer near the top of the map.

Then I saw the ghosts.

26th Limestone, 1062

I found a Mason's Workshop and told it to build rock slabs on repeat. I assume we have rock. And masons.

I then ordered the miners that I assume we have to mine out an 11x11 room near the Mason's Workshop to put the slabs in.

Then I told the other 3 Mason's Workshops next to the first one to also make rock slabs on repeat.

27th Limestone, 1062

I've had this running the entire time I've been typing this.

Apparently my miners have defaced a Kib Encadol. Very descriptive, game. You told me exactly what happened there. 100% transparency. Not confusing at all.

I'm assuming from the farming-related cancellation spam that we have operating farms somewhere. I'm glad that I don't have to worry about building those.

28th Limestone, 1062

The slab room is being dug by about 127 million miners at the same time. This leads me to notice that there are 30 idlers. 30!

Also, a liaison from the Mountainhomes. He has apparently "come empowered to elevate this land in the eyes of our realm". I've never seen that before, actually.

I'm just going to leave the trading thing alone and hope for the best.

Apparently the mayor is named Pencil_Art.

1st Sandstone, 1062

It's more of a testament to the amount of miners we have than to their speed that the slab room is almost done.

There is now hospital-related cancellation spam. I have no idea where the hospital is or how to solve the problem.

2nd Sandstone, 1062

Apparently this place has over 3.7 million created wealth. That's nice for it.

Also, I really hope this place is hermetically sealed, because if even a single monster gets in, I won't be able to do a damn thing about it.

I start putting down slabs in the slab room. I hope I'm doing this right.

I had the game paused for about half a minute. I couldn't tell the difference.

3rd Sandstone, 1062

Yes, Mestthos, we know you think you need cave wheat seeds.

4th Sandstone, 1062

So, I just wiki'd it, and yes, I'm doing it wrong.

I order some memorials engraved in the Craftdwarf's Workshops just to the south of the Mason's Workshops.

Also, we've apparently been made a duchy.

I am apparently a noob, even though I've created many successful forts in DF2012 and 2014. I suppose it's because things have never gone absolutely, hilariously wrong for me before - except for that one time with the acid rain.

But I would like to know one thing - what sane person would make this place anything other than a radioactive crater, much less a DUCHY?

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on June 23, 2015, 06:28:46 am

The cavern layers are sealed off, right?

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 23, 2015, 07:19:09 am**

4th Sandstone, 1062

So, a duchy. If the duchess or whatever dies, I will carve a memorial and move on.

5th Sandstone, 1062

Do these memorial carving options go away after you make them, or am I just making a bunch of redundant ones?

The weather alert in the bottom left tells me that it's snowing outside.

6th Sandstone, 1062

So, I hear that this place has a working soap industry somewhere.

Where is it, exactly?

And, of course, the question that you really want to hear - "What does this lever do?"

...

The Forgotten Beast Ayanu Irulolathe enaarani has come! A gigantic hairy crab. It has a long, swinging trunk and it has a bloated body. Its gold hair is short and even. Beware its noxious secretions!

I really, really hope that cavern layer is sealed off.

7th Sandstone, 1062

Of course, the problem now is, it summoned me to the FB's location when it appeared, so now I have no idea where I am.

Okay, found it.

•••

So.

I'm here trying to build these slabs, right? But the engraved ones aren't differentiated. So I have no way to tell which is which.

8th Sandstone, 1062

Taking a quick look at the Reports list, there is apparently a crundle attacking a Pump Operator and a Siege Engineer somewhere.

I'm just going to let this run for a while while I get a sandwich or something.

14th Sandstone, 1062

Some migrants arrived and paused the game. They're all dead, right? I think that's how it works...

20th Sandstone, 1062

Okay, it's fairly obvious by now that I'm not going to be able to actually contribute to this in any way.

I advanced time for about a month or so, mined out a random room, made some pointless slabs, successfully ignored a Forgotten Beast, and that's about it.

The save is here. (http://dffd.bay12games.com/file.php?id=10948)

2 weeks? Try 2 hours...

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 23, 2015, 07:22:20 am**

I don't really understand why I had so much of a problem. Like I said, this is hardly my first time playing DF. This isn't even my first succession fort. But I was almost as crippled as someone who didn't even know half of the key bindings.

It's kind of disappointing, to be honest.

Title: Re: The Hastening of Doomforests Post by: maxcat61 on June 23, 2015, 08:09:06 am

And so is this thread. I am downloading the save now, and will start this evening.

Title: Re: The Hastening of Doomforests Post by: Salmeuk on June 23, 2015, 08:11:38 am

Quote from: PyroTechno on June 23, 2015, 07:22:20 am

I don't really understand why I had so much of a problem. Like I said, this is hardly my first time playing DF. This isn't even my first succession fort. But I was almost as crippled as someone who didn't even know half of the key bindings.

It's kind of disappointing, to be honest.

Ahaha this is kind of horrifying and hilarious all at once. I appreciate your honesty, though I really wonder if we couldn't help you make it through things. Whatever the case, the pace is on!

BTW, when the game says, "You have defaced an Erin Bulbon" or something of that sort, it means you've destroyed an engraving done by Erin Bulbon, or whomever the artist was. Like, you can refer to a Andy Warhol painting as "A Warhol" and for the most part people will understand what you're saying.

Quote from: maxcat61 on June 23, 2015, 08:09:06 am

I live,

And so is this thread. I am downloading the save now, and will start this evening.

You got the save from PyroTechno, correct? Your timing was impeccable haha.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **June 23, 2015, 08:11:53 am**

press x whike placing items, including slabs, to know which item is which.

also the defaced thing means you mined a masterwork engeavung.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on June 23, 2015, 08:13:55 am

Quote from: Salmeuk on June 23, 2015, 08:11:38 am

Quote from: PyroTechno on June 23, 2015, 07:22:20 am

I don't really understand why I had so much of a problem. Like I said, this is hardly my first time playing DF. This isn't even my first succession fort. But I was almost as crippled as someone who didn't even know half of the key bindings.

It's kind of disappointing, to be honest.

Ahaha this is kind of horrifying and hilarious all at once. I appreciate your honesty, though I really wonder if we couldn't help you make it through things. Whatever the case, the pace is on!

BTW, when the game says, "You have defaced an Erin Bulbon" or something of that sort, it means you've destroyed an engraving done by Erin Bulbon, or whomever the artist was. Like, you can refer to a Andy Warhol painting as "A Warhol" and for the most part people will understand what you're saying.

Quote from: maxcat61 on June 23, 2015, 08:09:06 am

And so is this thread. I am downloading the save now, and will start this evening.

You got the save from PyroTechno, correct? Your timing was impeccable haha.

Quote from: Taupe on June 23, 2015, 08:11:53 am

press x whike placing items, including slabs, to know which item is which.

also the defaced thing means you mined a masterwork engeavung.

Thanks, I don't really do engraving that much so it had never come up.

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on June 23, 2015, 08:17:12 am

In one way, playing for all of two hours has given your turn a more hilarious bent than it might have acquired otherwise. Dramatic irony or something or other. . . A worthy contribution!

Title: Re: The Hastening of Doomforests Post by: Taupe on June 23, 2015, 08:19:37 am

Yeah it was refreshing to see someone gaze upon this disaster and truly tell us how it felt.

Title: Re: The Hastening of Doomforests Post by: maxcat61 on June 23, 2015, 08:39:58 am

Did a quick check. about 10 ghosts (Including a ghostly Grand Inquisitor), I am still alive, Frankenstein is still alive (<3), the vampire is still sealed, we have an abundance of ore, but no one is smelting it, 4 prisoners that are still alive (ignoring smussu), 2 fb's in the caverns (A flying snake, and a giant crab), and someone accused a crundle of vandalism...

I wonder what would drive a crundle to vandalize?

Title: Re: The Hastening of Doomforests Post by: Taupe on June 23, 2015, 08:43:40 am

Quote from: maxcat61 on June 23, 2015, 08:39:58 am

Did a quick check. about 10 ghosts (Including a ghostly Grand Inquisitor), I am still alive, Frankenstein is still alive (<3), the vampire is still sealed, we have an abundance of ore, but no one is smelting it, 4 prisoners that are still alive (ignoring smussu), 2 fb's in the caverns (A flying snake, and a giant crab), and someone accused a crundle of

I wonder what would drive a crundle to vandalize?

TechnoXan. TechnoXan would drive a crundle to vandalism.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on June 23, 2015, 03:50:31 pm

We're a duchy! And we don't even know who the duchess is!

I love this fort.

Title: Re: The Hastening of Doomforests Post by: Taupe on June 23, 2015, 04:04:13 pm

Well usually they upgrade a baron to count to duke, but our baron and all his heir died when Snustrok the giant murderous snail rampaged through the fortress. This means that we are a duchy, in terms of territory, but nobody is there to manage it.

That being said, someone more script-savvy could suggest a quick way to re-name someone as the ruling noble of Doomforests.

Title: Re: The Hastening of Doomforests Post by: Iamblichos on June 23, 2015, 05:10:21 pm

In keeping with the nature of Doomforests, we should have three dwarves all declare themselves duke simultaneously, and then stage a civil war in the middle of a goblin invasion.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on June 23, 2015, 05:20:15 pm

I think you mean "Invasion". With quotes. Last time they came in was when there were just two of 'em killing Langurs, so I kind of doubt they'll ever be there for dwarven treasures. I think it's safe to assume that Doomforests warps the minds of all who enter.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on June 23, 2015, 06:16:08 pm

What succession fortress doesn't?

Title: Re: The Hastening of Doomforests

Post by: maxcat61 on June 23, 2015, 06:19:42 pm

Why is there a marksdwarf and a doctor sealed into a hospital? Why is someone building a magma piston without proper safeties?

Why is no one doing anything?

Why are there spider webs on everything (That is, why haven't they been harvested and turned into clothes)?

And finally, Why is there only 1 squad full? Are they all dead?

These are questions that have no answers.

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on June 23, 2015, 07:19:02 pm

Quote from: maxcat61 on June 23, 2015, 06:19:42 pm

Why are there spider webs on everything (That is, why haven't they been harvested and turned into clothes)?

That's probably my fault, after breaching the caverns in my "New Fortress" project I'm sure I let in the cave spiders. If you remember those screenshots, holy crap were those spider busy. Now, multiple years later, I'm not surprised to see them take over the place.

What imagery, though! Halls filled with dense webs, where no one has stepped for years. Walled-off rooms full to the brim with spiders and mites and things. Dwarfs constantly discovering spiders on, under or in nearly everything. The cats gave up once the spiders got to be larger than they could easily fit in their mouths. No one wants to do anything anymore because, well, spiders.

I remember the first time I had a dwarf bit by a cave spider, kind of blew my mind in the way only Dwarf Fortress can.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on June 23, 2015, 07:22:36 pm

Quote from: maxcat61 on June 23, 2015, 06:19:42 pm

Why is there a marksdwarf and a doctor sealed into a hospital? Why is someone building a magma piston without proper safeties?

Why is no one doing anything?

Why are there spider webs on everything (That is, why haven't they been harvested and turned into clothes)? And finally, Why is there only 1 squad full? Are they all dead?

These are questions that have no answers.

Yeah, I noticed that there was hospital-related cancellation spam and couple Pump Operators fighting a crundle.

There were about 30-40 idle people on my turn, so out of a population of about 110, that means 70-80 people are doing something at any given time.

The spider webs aren't being turned into clothes because the clothing industry is already perfectly fine and productive.

As for the one squad left - this is a wealthy fort. Of course they're all dead, they get attacked all the time.

Title: Re: The Hastening of Doomforests Post by: Taupe on June 23, 2015, 08:42:12 pm

guys can there be multiple sieges at once? Csuse we could lock up an army somewhere and avoid future invaders...

Title: Re: The Hastening of Doomforests Post by: Salmeuk on June 24, 2015, 03:31:15 am

Quote from: Taupe on June 23, 2015, 08:42:12 pm

guys can there be multiple sieges at once? Csuse we could lock up an army somewhere and avoid future invaders...

From Sieges on the wiki (I was curious myself):

Quote

It is possible to have multiple sieges at the same time. If the attacking civilizations are at war with each other, they will start to fight with each other as well.

Title: Re: The Hastening of Doomforests

Post by: maxcat61 on June 24, 2015, 03:02:08 pm

Ok, I am getting started. Priorities for this year:

- 1) Find some way to deal with the incompleate Magma Piston.
- 2) Get some marksdwarfs, and another squad of axedwarfs.
- 3) Kill the Vampire (Which has been sealed in the jail since my last turn, who knows how long ago).
- 4) Make some steel, and mine some candy.
- 5) Start a decent silk industry.
- 6) Reopen a path from Lower Doomforest to Upper Doomforest.
- 7) Cut down some trees (Never actually got to do that my turn. TAKE THAT TREES).

Timber 1st:

Work is progressing slowly. I am patching a few holes in the walls (That are open to the caverns). I am setting up a military tower outside, and it will look wonderful when it is done, with bands of cobalt, marble, and cinnabar, and spikes of microline. The miners are digging out patches of ore, and are carefully digging to the Adamantium.

Timber 4th:

The last ghost has been put to rest.

Timber 15th:

A steel floodgate has been placed in the Jail, to be used to contain magma. This will allow the efficient disposal of those that irritate the overseer (vampires, crundles, kittens, lawyers, etc). Candy mining has not yet started, as we are carefully mining of the area surrounding the vein to establish safe digging spots.

Timber 27th:

The first floor of the Guard Post has been complete, and the second is mostly done. The bridges leading to the post are under construction, with 3 done, and 3 more to go. When the building is finished, it should have 4-5 floors, and the equipment should be stored in the basement. I have ordered a mass butchuring of all unclaimed animals, as they are useless and taking up space (and fps).

Moonstone 1st:

The magma piston has been sealed: Some other overseer can finish it later. A marksdwarf squad has been recruited from the local hunters, and are training now.

Winter has arrived.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on June 24, 2015, 03:47:29 pm

The Codex of TechnoXan, Master Mecha Engineer

Entry Nine:

We chased out those murders! But not before a platoon of militia Fangs along with dear Grub and Doyer were murdered! They were going back to the guard post to retrieve a youngling who had snuck off, they will be missed. I took a new batch of acolytes later that day, Shorast looked most promising. He is skilled in the art of combat, is versed in the sciences, but my screening Fangs said he was to not be trusted. They said he was a monster in disguise. Poppycock! But I will have to watch this one, Crundles rarely make mistakes. The Crundles are getting restless. I think my socio-political debate classes have backfired, after the recent confusion with overseers, a group of Fang Crundles went on strike until I caved and upgraded their rations from kitchen scraps to live Olms. The cost is tremendous! Just today Vleek, a young Alpha, painted a picture of the local Fang pack leader being attacked. Shortly after the Fangs had an election voting an Alpha to leadership! The old pack leader had his den and food stores repurposed for the new leader. The acolytes are getting restless about their recent leaps and bounds in the field of government, even though Crundles and the Mechatechno sect still have an unbreakable bond. The Crundles are showing signs of autocracy now. I am still researching their natural progression in society. And it is fascinating!

Entry Ten

My life serum is progressing nicely. Powdered Sweet Pod has proved inconclusive, but the Elven Bone Marrow is showing a positive chemical reaction when mixed with Plump Helmet juice. Actually Shorast helped me test the Sweet Pod mixture. He is rising fast in the sect, Fido is wary of him though. Speaking of Shorast another Acolyte has asked several times to talk with him, and something didn't seem right. So I told him to go clean the sewage system. I may have a Fang operative spy on him. Shorast is seeming very suspicious. Anyway The Magmatica Device is working perfectly, I added a second canister so that when needed I can manipulate metal! Just place a special alloy in an Adamantine canister and metal is now under your total control! Everyday I feel the Mechatechno sect - no, Dwarfkind, becoming more and more independent from the will of Armok. The age of god and beast will give way. I will make sure of it. I have been thinking. How hard is it to become a god? I mean Armok cant have always been god, could he? No. That isn't logical. Right?

OOC: What do you all think of a description page for all of the cults, organizations, and secret societies in Doomforests? Each leader could supply a description, so no one has to dig them all up. :D

Title: **Re: The Hastening of Doomforests**Post by: **Salmeuk** on **June 24, 2015, 04:39:46 pm**

Quote from: TechnoXan on June 24, 2015, 03:47:29 pm

Powdered Sweet Pod has proved inconclusive, but the Elven Bone Marrow is showing a positive chemical reaction when mixed with Plump Helmet juice.

OOC: What do you all think of a description page for all of the cults, organizations, and secret societies in Doomforests? Each leader could supply a description, so no one has to dig them all up. :D

Hehe I see you've taken scientific research into consideration. If you want to write up your cult description, I would love to put it in the OP. I think the cult plots are tough to follow at points, and if we had a solid description of what they were up to then more people could enjoy them. Bonus points if you link to some of your favorite 'cult journals', but looking at a 75 page thread means that might be more work than it's worth.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on June 24, 2015, 10:08:29 pm

Awesome! I'll post a description and quotes tomorrow. :)

Title: Re: The Hastening of Doomforests

Post by: **Dark One** on **June 25, 2015, 07:41:43 am**

I'd suggest making a spoiler for the descriptions on the first page. Something like:

Spoiler: Dark Disciples (click to show/hide)

############# Cult name: Dark Disciples

Leader: Dark One Status: Deceased

Alignment: evil

Short description: A scouting force from necromancer tower of Sanctumcoals. The group was one of the most powerfull sects, being responsible for dwarves praying to vampire lords, resurrections, summonings and dark rituals.

Quotes:

Who is the sick bastard who would start a vampire cult in this fortress?! - mate888

"So, the necromancers have begun raising spirits. A small annoyance, but only if I taken precautions." - Drazoth

This is just an example written quickly.

Title: Re: The Hastening of Doomforests

Post by: maxcat61 on June 25, 2015, 12:53:25 pm

Moonstone 22nd:

The Cook has been possessed. I am prepared for an artifact plump helm roast ("You can look at it, but you can't eat it"). The 2nd level of the Guard tower is complete, and work has started on the 3rd level.

Moonstone 24th:

Another Forgotten Beast has arrived (a shelled cuckoo that has poison breath). That bring up the total number of Uninvited Guests up to 4, double the population that started this year. I hope all the entrances to the caves are sealed...

Onal 1st:

The cook has made a Kitten Cat leather drum with bands of mole and reindeer leather, worth 6000 urstes. It purrs when you play it.

Opal 20th:

A FB is dead. Turns out there was an incident where we Dwarfs couldn't see: The Cuckoo. The Cuckoo lost it's head. As of now, we are testing the Magma Killing DEvice (MKDE), which should kill the vampire sealed away in the prison.



Opal 28th:

The MKDE worked, and the wreched vampire is dead. Now I just have to test it's dumping capacity.



Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 25, 2015, 01:17:18 pm**

Is it possible to force FBs to attack each other? If it is, can be build a FB death arena?

Title: Re: The Hastening of Doomforests

Post by: **TechnoXan** on **June 25, 2015, 01:33:53 pm**

The Mechatechno sect
<u>Spoiler</u> (click to show/hide)
Cult name: the Mechatechno sect

Leader: TechnoXan

Alignment: Good? Mostly independent, focused on self gain, and Crundles...

Description: The Mechatechno sect is ages old carried down by great engineers and their apprentices. Dedicated to science, machines, and Crundles. Nature is important to the sect, but only to exploit and use. We aren't stinking Elves after all. Crundles have been discovered as hyper intelligent and are now fully devoted to the cause. The creatures are incredible in their ability to advance through years of social practices in mere weeks. The caverns are the holy grail to the sect. Home to native Crundles as well as magma, steam geysers, other exotic animals, ores, and perfect architectural opportunities. The caverns are paramount in the Mecha plans and must be protected at all costs. The sect *always* wins. Their is no way to stop the unending tide of science and progress.

Quotes:

TechnoXan. TechnoXan would drive a crundle to vandalism. - Toupe

Necromantic cults practicing evil magic! Vampire worshippers and... Another one, I don't really know what they do apart for venturing into the deeps and scaring the crundles away, for they are irrelevant, but that doesn't make them less evil! - Mate 888

I can edit this later when good quotes come up or there is a change in the sect.

Title: Re: The Hastening of Doomforests

Post by: maxcat61 on June 25, 2015, 01:58:20 pm

Quote from: PyroTechno on June 25, 2015, 01:17:18 pm

Is it possible to force FBs to attack each other? If it is, can be build a FB death arena?

Yes, FB's attack each other. In fact, 2 of them "fought". That is to say, one of them pushed the other off a cliff, and the one that fell had it's head break.

Title: Re: The Hastening of Doomforests
Post by: Taupe on June 25, 2015, 02:20:33 pm

Quote from: PyroTechno on June 25, 2015, 01:17:18 pm

Is it possible to force FBs to attack each other? If it is, can be build a FB death arena?

This. Right there. This is how this fortress ends.

Title: Re: The Hastening of Doomforests
Post by: maxcat61 on June 25, 2015, 02:52:17 pm

Quote from: Taupe on June 25, 2015, 02:20:33 pm

Quote from: PyroTechno on June 25, 2015, 01:17:18 pm

Is it possible to force FBs to attack each other? If it is, can be build a FB death arena?

This. Right there. This is how this fortress ends.

Fixed your spelling for you.

Title: Re: The Hastening of Doomforests Post by: Salmeuk on June 25, 2015, 04:06:18 pm

Quote from: TechnoXan on June 25, 2015, 01:33:53 pm

The Mechatechno sect Spoiler (click to show/hide) Cult name: the Mechatechno sect

Leader: TechnoXan

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Description: The Mechatechno sect is ages old carried down by great engineers and their apprentices. Dedicated to science, machines, and Crundles. Nature is important to the sect, but only to exploit and use. We aren't stinking Elves after all. Crundles have been discovered as hyper intelligent and are now fully devoted to the cause. The creatures are incredible in their ability to advance through years of social practices in mere weeks. The caverns are the holy grail to the sect. Home to native Crundles as well as magma, steam geysers, other exotic animals, ores, and perfect architectural opportunities. The caverns are paramount in the Mecha plans and must be protected at all costs. The sect always wins. Their is no way to stop the unending tide of science and progress.

TechnoXan. TechnoXan would drive a crundle to vandalism. - Toupe

Necromantic cults practicing evil magic! Vampire worshippers and... Another one, I don't really know what they do apart for venturing into the deeps and scaring the crundles away, for they are irrelevant, but that doesn't make them less evil! - Mate 888

I can edit this later when good quotes come up or there is a change in the sect.

Posted.

Anyone else with a cult description? Also I'm going to put myself at the end of the list unless someone wants to jump in first.

Title: Re: The Hastening of Doomforests Post by: maxcat61 on June 25, 2015, 10:09:58 pm

I just made it to spring. Do you guys want me to keep going, or pass the save (I only played for 3~4 month dwarf time).

Title: Re: The Hastening of Doomforests Post by: Salmeuk on June 25, 2015, 10:17:21 pm

It's up to you, you still have more than week left. Right?

Title: Re: The Hastening of Doomforests Post by: maxcat61 on June 25, 2015, 10:24:11 pm

Quote from: Salmeuk on June 25, 2015, 10:17:21 pm

It's up to you, you still have more than week left. Right?

Yeah, I am going to finish my tower then, and see what happens. I really improved the frame rate by killing all the little animals, so it actually going rather "fast" now (An hour or 2= a month).

Edit: last update before I go to sleep.

Work is slow. The year looks like it is going to be boring, with the exception of the militia dwarfs, who are somehow killing birds from the floors of the tower. Candy processing is operational and optimized. 45 gold blocks are under construction, as well as a ridiculous amount of steel bars. That's all for now.

Title: Re: The Hastening of Doomforests Post by: PyroTechno on June 26, 2015, 02:05:43 am

Quote from: maxcat61 on June 25, 2015, 10:24:11 pm

Quote from: Salmeuk on June 25, 2015, 10:17:21 pm It's up to you, you still have more than week left. Right?

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WE MUST HIRE THE CLOWNS FOR OUR FB DEATH ARENA

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on June 26, 2015, 07:20:22 am

Glad a militia is up and running, no goat shall ever terrorize us again, no Crundle shall go unprotected, no one shall ever destroy Doomforests!!::) Could you please give the details on the strength of our brave army?:D

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on June 26, 2015, 08:08:57 am

I'm going to be gone a while, so stick me at the end of the turn list. I will definitely be able to take my turn when it comes, though.

Title: Re: The Hastening of Doomforests

Post by: maxcat61 on June 26, 2015, 08:44:20 am

Quote from: TechnoXan on June 26, 2015, 07:20:22 am

Glad a militia is up and running, no goat shall ever terrorize us again, no Crundle shall go unprotected, no one shall ever destroy Doomforests!! ::) Could you please give the details on the strength of our brave army? :D

There are 3 squads, 9 dwarfs in each squad: The Marksdwarfs, The Wimps, and the Elder Squad. The Elder Squad was there when I started, and is populated by legendary and master soldiers. The marksdwarfs are just starting training, but I did recruit them out of the

local hunters. The Wimps are lead by yours truly, and will be entirely axedwarfs. They are all just about useless. However,

when they reach legendary status, I would like some future overseer to rename their squad, and create a new training squad, called The Wimps.

Title: Re: The Hastening of Doomforests

Post by: maxcat61 on June 26, 2015, 10:50:15 am

Granite 20th:

Some trolls slip in through the spiked entrance to the caves. One of them killed a leatherworker, but then a legendary swordsdwarf came and kill both of them in an explosion of gore. I am sealing the hole.

Granite 25th:

Another forgotten beast. A Giant Feathered Python that has poisonous secretions. That brings the total amount of FB's to 4 again. I sense much bloodshed in the future, and at the urging of my fellow dwarfs, will try to find a way to "contain" these beasts until a proper disposal method can be found. I have heard that they cannot break down bridges, and like to break furniture.

Slate 1st:

Some elven merchants have arrived.

Slate 11th:

The Elfs leave. They left through the caverns, and let in a small tribe of Troglodytes. TechnoXan got the stuffing beaten out of him, but the militia got there in time. Nothing was broken, but he had bruises all over his body.

Title: Re: The Hastening of Doomforests

Post by: **Salmeuk** on **June 26, 2015, 04:56:36 pm**

Quote from: maxcat61 on June 26, 2015, 10:50:15 am

The Elfs leave. They left through the caverns, and let in a small tribe of Troglodytes. TechnoXan got the stuffing beaten out of him, but the militia got there in time. Nothing was broken, but he had bruises all over his body.

Are you sure those were elves that came? Something seems a little off about that encounter. . .

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **June 26, 2015, 06:42:27 pm**

Quote from: Salmeuk on June 26, 2015, 04:56:36 pm

Quote from: maxcat61 on June 26, 2015, 10:50:15 am

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Dwarves do not differentiate between surface elves and drow. Dwarves hate all elves equally.

. . .

Title: Re: The Hastening of Doomforests

Quote from: PyroTechno on June 26, 2015, 06:42:27 pm

Post by: maxcat61 on June 26, 2015, 10:57:56 pm

Quote from: Salmeuk on June 26, 2015, 04:56:36 pm

Quote from: maxcat61 on June 26, 2015, 10:50:15 am

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Nah, Drow are ok guys, except for the times when they sacrifice people to their gods in bloody ways, kill anything that approaches them, and build pointless structures for no reasons. Actually, they are just like us, but are a bit taller, and call Armok a different name.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **June 27, 2015, 12:09:19 pm**

Wow, a lot has happened while I was away. Had things to take care of, but they've been dealt with now. I think that part of the reason for the spider webs was that I cancelled all the jobs for gathering them so that the dwarves would stop doing that and do something useful instead. Also, Last I checked we had a shit load of cloth, like, enough to make 3 outfits for our entire civ. Anyway, now that I've returned, it looks like I've got a lot of writing to catch up on. More later.

Title: Re: The Hastening of Doomforests

Post by: **Gwolfski** on **June 27, 2015, 02:31:20 pm**

Quote from: maxcat61 on June 26, 2015, 10:57:56 pm

Nah, Drow are ok guys, except for the times when they sacrifice people to their gods in bloody ways, kill anything that approaches them, and build pointless structures for no reasons. Actually, they are just like us, but are a bit taller, and call Armok a different name.

agree

Title: Re: The Hastening of Doomforests

Post by: **Drokles** on **June 28, 2015, 02:52:09 am**

Doomforests has a functioning military??? I never thought that a sentence including both Doomforests and functioning military could be written in honesty...

Title: Re: The Hastening of Doomforests
Post by: Taupe on June 28, 2015, 02:56:11 am

Whenever someone says that everyone dies...

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **June 28, 2015, 10:28:35 am**

I'll be gone until Friday July 3rd. I can't take my turn until after that.

Title: Re: The Hastening of Doomforests

Post by: mate888 on June 29, 2015, 03:09:51 pm

God dammit, I came back too late and I lost my turn.

Well, can I get another one?

Title: Re: The Hastening of Doomforests

Post by: maxcat61 on June 29, 2015, 08:12:16 pm

Quote from: Drokles on June 28, 2015, 02:52:09 am

Doomforests has a functioning military??? I never thought that a sentence including both Doomforests and functioning military could be written in honesty...

Quote from: Taupe on June 28, 2015, 02:56:11 am

Whenever someone says that everyone dies...

Opps?

Title: Re: The Hastening of Doomforests Post by: mate888 on June 30, 2015, 06:00:48 pm

Inquisitor in chief's office

Likot runs into Mate's office

- -Your Holiness! Your Holiness! Wake up!
- -We've been searching for you all around the fortress, you had been elected as overseer!
- -That's great news, Likot! I'll go now to take my--
- -Actually, you're not.
- -What?
- -We couldn't find you anywere, so the people assumed you were dead, and gave the purple hat to somebody else, Maxcat I think.
- -What's the matter?
- -Of all the places you've been searching, Likot, didn't you thought, even for a second that I could be IN MY OFFICE!?
- -Well... Er...
- -Armok almighty, Likot! Now I'll have to wait how many years more until I am able to turn this fort into a theocracy! I'm not a young dwarf, Likot, and life expectancy on this fort is not precisely high!
- -Sir, I...
- -No! I'm done with your shit, Likot! I will DEGRADE YOU!
- -What? I didn't knew there were ranks in this apart from you and your sons being above us.
- -WELL, THERE ARE NOW, AND YOU WERE VERY HIGH ON THE HIERARCHY!
- -I'm not sure that makes much sense...
- -LIKOT MCZEALOT
- -That's not my last name--
- -SHUT UP! LIKOT MCZEALOT, WITH ALMIGHTY ARMOK AS MY WITHNESS, I HEREBY DEGRADE YOU FROM YOUR RANK AS... err... HEAD NUN OF THE INQUISITION TO uh A RANK BELOW THAT!
- -NOOOOOOOOOOOOOOOOOOOOOOOOOO! And who is going to replace me?
- -I don't know, Kulet? There are only two nuns in the inquisition, as far as I know. Now go tell her that I upgraded her!
- -*sigh* Yes, your highness.
- *Likot leaves the room*
- -Ánd don't try to plot to murder her, I will know!

Title: Re: The Hastening of Doomforests Post by: Salmeuk on July 01, 2015, 06:22:22 am

If it's cool with everyone I'm going to move mate888 next in line, since he's shown his face! :D

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on July 01, 2015, 01:00:39 pm

Fine with me, and I'm the one being displaced:)

Title: Re: The Hastening of Doomforests Post by: mate888 on July 01, 2015, 07:19:32 pm

If MechaTechno made his cult presentation, I will! Spoiler: The Inquisition (click to show/hide)



Name: The Inquisition/The Dwarven Inquisition

Alignment: Good? Well, "good" doesn't exist, but they will do their best efforts to murder evil.

Description: Fanatics devout to Armok, they were created by the ex-overseer Mate the 888th to kick out vampires, necromances and the occassional crundle molester from the fortress. They did impressively well, for a sect whose only attacks are to set kobolds on fire and hide extremely flammable liquid inside a corpse's anus.

They are ongoing to this day, trying to get in control of the fort and rid it from evil.

Quotes: "Those fucking zealots"-Taupe "Those fucking zealots"-Drazoth
"Those fucking zealots"-Dark One "Those fucking zealots"-MechaTechno

Title: Re: The Hastening of Doomforests Post by: mate888 on July 03, 2015, 03:43:24 pm

Kicks the post back to life

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on July 03, 2015, 05:12:39 pm

We're just waiting for Maxcat to confess that he actually killed everyone.

taps foot

Title: Re: The Hastening of Doomforests Post by: Taupe on July 03, 2015, 07:35:08 pm

Maxcat is a good minion. He never kills the fort...

Title: Re: The Hastening of Doomforests Post by: Gwolfski on July 04, 2015, 03:49:08 am

... just renders it into a pile of rubble and banana skins.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on July 04, 2015, 09:24:59 am

I'm back. Was I skipped?

Title: Re: The Hastening of Doomforests Post by: mate888 on July 04, 2015, 07:37:07 pm

Quote from: TheFlame52 on July 04, 2015, 09:24:59 am

I'm back. Was I skipped?

Nope.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on July 04, 2015, 07:40:11 pm

You guys are slowpokes, but I suppose most long succession games are.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on July 05, 2015, 12:39:48 pm

i would pay 10 dolars for someone to hurry up...

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 06, 2015, 03:14:13 pm

Why don't you wake up, post? Do you hate freedom?

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **July 07, 2015, 11:47:43 am**

While I figure out the updating of 3's journals, I though I'd add little conspiracy's summary thing:

The Drazoth Conspiracy Spoiler (click to show/hide)



Name: No formal name. Alignment: Unknown

Description: In a small fortress far away from DoomForests, there lives a mother and her ten sons. The sons are all named Drazoth because their mother was too lazy to come up with names for each of them, and mostly refers to them by the number corresponding to the order in which they were born. This lack of imagination is because she was mostly focused on her other ambitions. Years were spent plotting and preparing her sons for the tasks ahead of them. No one outside the family knows what exactly those tasks are, nor what the end goal may be, all that is known is that DoomForests plays an important role in all of this.

Couldn't think of any appropriate quotes. Let me know if you know of one and I'll add it to the summary.

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 07, 2015, 04:08:55 pm

Quote from: Drazoth on July 07, 2015, 11:47:43 am

While I figure out the updating of 3's journals, I though I'd add little conspiracy's summary thing:

The Drazoth Conspiracy Spoiler (click to show/hide)



Name: No formal name. Alignment: Unknown

Description: In a small fortress far away from DoomForests, there lives a mother and her ten sons. The sons are all named Drazoth because their mother was too lazy to come up with names for each of them, and mostly refers to them by the number corresponding to the order in which they were born. This lack of imagination is because she was mostly focused on her other ambitions. Years were spent plotting and preparing her sons for the tasks ahead of them. No one outside the family knows what exactly those tasks are, nor what the end goal may be, all that is known is that DoomForests plays an important role in all of this.

Couldn't think of any appropriate quotes. Let me know if you know of one and I'll add it to the summary.

"Something something I'm your cousin"

-Me when I noticed that my character is actually Drazoth I's cousin.

Title: Re: The Hastening of Doomforests Post by: Taupe on July 07, 2015, 05:10:41 pm

Quote from: mate888 on July 07, 2015, 04:08:55 pm

Quote from: Drazoth on July 07, 2015, 11:47:43 am

While I figure out the updating of 3's journals, I though I'd add little conspiracy's summary thing:

The Drazoth Conspiracy Spoiler (click to show/hide)



Name: No formal name.

Description: In a small fortress far away from DoomForests, there lives a mother and her ten sons. The sons are all named Drazoth because their mother was too lazy to come up with names for each of them, and mostly refers to them by the number corresponding to the order in which they were born. This lack of imagination is because she was mostly focused on her other ambitions. Years were spent plotting and preparing her sons for the tasks ahead of them. No one outside the family knows what exactly those tasks are, nor what the end goal may be, all that is known is that DoomForests plays an important role in all of this.

Couldn't think of any appropriate quotes. Let me know if you know of one and I'll add it to the summary.

"Something something I'm your cousin"

Truth be told, none of the Drazoth brothers are actually blood-related.

Title: Re: The Hastening of Doomforests Post by: Drazoth on July 07, 2015, 09:15:32 pm

That's supposed to be secret. They don't know they were adopted.

Title: Re: The Hastening of Doomforests Post by: Gwolfski on July 09, 2015, 05:10:16 pm

hello?

bump

Title: Re: The Hastening of Doomforests Post by: Taupe on July 09, 2015, 05:31:16 pm

Maxcat last updated on june 26th, which is two weeks from now. He was apparently in spring, and mentioned earlier he wasnt sure he could continue. At this point, I would suggest that we revert to the previous save, make Mate888th grab the save, and play his turn. If he cannot do this, Iamblichos is next.

Move this shit along, people.

Title: Re: The Hastening of Doomforests
Post by: Salmeuk on July 09, 2015, 05:48:28 pm

Good call, Taupe. I expressed to him that the two week timeline was *actually* going to be enforced starting with him, so Mate888 is now up. Let us know soon, Mate888, if you can take it. Save is here. (http://www.bay12forums.com/smf/index.php? topic=144852.msg6320979#msg6320979) I've updated the cult descriptions, too, thanks guys:D

The next four players are all active commentators of this glorious fortress, so I expect nothing less than four years of progress! PyroTechno made it through like a month, I think, so in the past like two (irl) months we've progressed something like two and a half years. I mean, the fps is one thing but damn people lets treat these turns like the responsibility they are. Struggling with your turn? Check in and let us know. Want to end early? It's been done before, no biggie. Having trouble motivating yourself to play? Read old journal entries (Taupe's come to mind) to inspire your actions. While enjoying yourself and writing awesome stories is the penultimate goal here, progressing through time and providing entertainment to the followers is a close second. I've felt for some time that this fortress is like an old couch we're trying to drag up a stairwell. This doesn't have to be the case.

And Maxcat, if you come back with a turn post it anyways so we can peer into one of the many alternate realities spawned from Doomforests.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 09, 2015, 06:45:02 pm

YEEEEEEEEEEEEEEEEEEEAH!

Okay, guys. I'll go back home (I'm on mobile), I'll download the save, I'll play a bit and then keep playing tomorrow and the entire weekend.

Thankfully the week after next week is the beginning of the winter recess here in Argentina, so I'll have 100% free time on that week.

Title: Re: The Hastening of Doomforests
Post by: TechnoXan on July 09, 2015, 07:22:44 pm

Quote from: mate888 on July 09, 2015, 06:45:02 pm

YEEEEEEEEEEEEEEEEEEAH!

Okay, guys. I'll go back home (I'm on mobile), I'll download the save, I'll play a bit and then keep playing tomorrow and the entire weekend. Thankfully the week after next week is the beginning of the winter recess here in Argentina, so I'll have 100% free time on that week.

You, good sir, have been tasked with Armoks greatest wish. To speed things up. You got this man! :D

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 09, 2015, 08:53:38 pm

Journal of His Holiness Mate the 888th, Overseer of Doomforests

Looking up on the organization of the fort I notice several things.

First and foremost: this is a clustefuck. 120 souls crammed into different places around the fort, while others (such as my fancy jail) are completely empty.

Secondly: there is a vampire in the fort. I'll have to get rid of it at some point.

Thirdly, there is a forgotten beast on the cavern along with some delicious possibly useful draltha.

Fourthly, although my legacy is thriving, with me, my son the 890th and Kogsak, now renamed to Mate the 892nd still alive, there is a ghost claiming to be me. I bet my beard on that it's Osp, deciding to annoy the crap out of the fortress. We'll have to memoralize it, sadly. Spoiler (click to show/hide)

'Mate the 888th' Lorbammegid, Ghostly Chief Inquisitor

Saying that I'm dead is, of course, completely and utterly stupid. I am totally alive.

Spoiler (click to show/hide)

Mate The 888th' Asizilral, His Overseeing Holiness

Atleast the minister of agriculture, Smuntsu, is still alive.

I'll have to figure out where the hell is everything, what use does everything have, and how to do stuff. Then I will have time to get rid of the beast in the caverns, tame (or alternatively eat) the dralthas, kill the vampire and figure out why are the elves at war with the humans (probably some Nifih buissness I don't want to hear about anyway). But after that, we may have time to make this fort into a coherent, nice place!

sigh this is going to be one *long* year.

EDIT: Also, I found out I am literally standing on this creepy "masterpiece":

Spoiler (click to show/hide)

Engraved on the floor is an exceptionally designed image of 'Iamblichos' Fountainhand the dwarf and 'Osp' Shockedroom the Nation of Innocence the dwarf by Kib Emkadôl. 'Osp' Shockedroom the Nation of Innocence is striking down 'Iamblichos' Fountainhand. The artwork relates to the draining of the dwarf 'Iamblichos' Fountainhand's blood by the dwarf vampire 'Osp' Shockedroom the Nation of Innocence in Doomforests in the late spring of 1056.

What the fuck, Kib? What the actual fuck?

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 09, 2015, 10:14:51 pm

BTW how is the mad doctor doing?

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 10, 2015, 01:33:01 pm

Quote from: Taupe on July 09, 2015, 10:14:51 pm

BTW how is the mad doctor doing?

Alive and kicking!

Although I think the ghost that's totally not me is haunting you.

Spirits of the underworld have a thing with you.

Also:

Spoiler (click to show/hide)

The Kills of 'Mate The 888th' Asizilral

Two Kills

Two crundles (9) in Doomforests

Mwahahaha!

Journal of Mate the 888th, Overseer of Doomforests

The ghosts are getting restless, there's a corpse in the meeting hall, I'm still unable to orientate myself through the fort, and a second forgotten beast (a feathered snake with no body fat) has been spotted around the caverns.

I also noted other caged goblins. Tribeswoman that were trying to convince Smuntsu of escaping and overthrowing his uncle.

I'll have to see if I will throw them to the magma as a sacrifice to Armok or if I release them on the caverns to see if they manage to wound the forgotten beasts.

I also see that there are lots of levers, none of them with any tag saying what they do.

I would experiment but I fear destructive consequences of those actions.

Also, the dralthas seem to be inside, and there are lots of dead dwarves in the caverns, probably victims of the fighting between Dark One's cultists and the Crundleshaggers, or maybe something actually worrying I'll have to look at.

I also found this:



And proceeded to seal it, placing a door in it, as I'm too lazy to call all the dwarves in.

I hope this doesn't have evil consecuences in the future.

In other news, I created a marksdwarf squad, comprised of the most skilled marksdwarves of the fort...

Wich means I'll have to dig them an archery range...

Oh, well.

And after that I'll have to figure out a way to kill the vampire without flooding the jails with magma, as that would be a risk both to dwarves and to the fancy memorial slabs I'm placing in the cementery next door, including false me, and I wouldn't like him to kill my son, Taupe or my emergency heir...

And the game crashed. Fuck.

I'll try and do the same later and start writing where I left it.

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 10, 2015, 02:28:08 pm

Thats because im the equivalent of the only guy at the party that they know.

Title: Re: The Hastening of Doomforests
Post by: Drazoth on July 10, 2015, 08:41:36 pm

I'm pretty sure I put an archery range in the guard tower, unless you've decided to make the ever popular decision to abandon Old DoomForests again.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 10, 2015, 08:50:45 pm

Quote from: Drazoth on July 10, 2015, 08:41:36 pm

I'm pretty sure I put an archery range in the guard tower, unless you've decided to make the ever popular decision to abandon Old DoomForests again.

No, not abandoned, but most of the population is very deep underground and Old Doomforests has little to no people in there, apart from the farmers.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 10, 2015, 11:11:20 pm

Journal of Mate the 888th, Overseer of Doomforests

Well, the marksdwarves are organized. I found the archery range in the tower and sent them to train there.

I'll also see if it's worth it to throw the goblins (not Smuntsu, though) into the magma crabs. Meanwhile, the ghosts are being put to rest slowly but surely.

I accidentally set up an alert and I don't know how to deactivating, so both squads will be walking around the fort in uniforms, not working in civil duties but not training, either, even though I told them to train.

Oh well.

Also, I found out something about Ber, aka "VAMP", our resident vampire.

Spoiler (click to show/hide)

FPS: 100 (49)

Relationships of the Vampire Ber Eggutmeng

Nifih

Deity

No. No, no, no, no. I thought we were done with Nifih alredy. Why do all vampires worship her!?

Well, that means he is a pagan. We'll have to burn him, I fear. But how?

Also, since I have nothing else of importance to mark out, I'll just show this: <u>Spoiler</u> (click to show/hide)

He didn't feel anything after seeing a panda die.

When I said people was loosing their souls because of dark cults and stuff, I said it in a figurative, zealotish way. But this guy literally has no soul.

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on July 11, 2015, 06:02:21 am

I can't even begin to imagine how I'm going to stitch myself back into this tattered heap again. I can't bring back poor old Iamblichos; he fought too hard to get away. It would be cruel.

Looks like my turn is next, though, so I'll have to think of something.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 11, 2015, 03:28:41 pm

Journal of Mate the 888th, Overseer of Doomforests

Nothing interesting happens, but I've decided to send the Constructive Cusps to kill off the dralthas at the spear gate. That way the entrance will be safe for future expeditions into the caverns.

Timber

A new month comes, and I'm still waiting for the squad to grab its stuff and station before the doors so that they can kill the dralthas. Finally, my emergency heir, along with other three soldiers, enter the speargate and start stabbing the dralthas.

Hm. The wiki bestiary told me that they were more dangerous. They seem like big cows to me. Big, long, hairy, yellow and terrified cows. One of the dralthas is dead, the other two are escaping throught the cavern door that I thought were closed. Good.

I'll send the yellow cow to be butchered and the soldiers back into the fort. I heard reports from the caverns and I don't want anyone in there for now.

Title: Re: The Hastening of Doomforests
Post by: Dark One on July 11, 2015, 04:51:29 pm

Journal of Shorast Strangerways the Craterous Comet of Fields

Advancing within ranks of MechaTechno is quick - maybe too quick; I should be carefull. I'm getting close to finally resolving the matter of mysterious Dark One, and nothing can interrupt me right now.

For many days Shorast tried as hard as he can to advance within the MechaTechno. He attended to all the lectures, studied all the mechanic blueprints he could, helped at alchemists laboratory and trained with scouting forces - slowly becoming much more powerfull. Days have passed while Shorast advanced, which have drawn attention of Master Engineer himself. His hard work payed off in giving Shorast multiple ways of advencement - a scout, alchemists apprentice and lower grade engineer have become a ways to choose. However, before he could choose, Master Engineer decided that such talented member of MechaTechno should be given a special place within the cult, so he could advance in every way possible. Suspicious eyes of crundles tracked him all the time though.

In sparse time Shorast tracked a fiend that have presumably holed up somewhere in caverns. The only thing he could discover were a disturbing presence of unknown origin, and a huge pile of rocks with some kind of an altar on it. There was a huge terimte skull, lying on it as a sacrifice, and kobold bones lying close. Suddenly everything become red, and surroundings appeared to be twice their original size. Shorast felt really small compared to everything around, and something started to grow out of the termite skull - a half burnt, rotten face with eyes glowing ominously. It spoke in a low, gravely voice:

- I SEE YOU, COCKROACH!!!

Then his size went back to norm, but a pile of kobold bones started to shudder and move, whispering:

- This is only beginning!

And falling back on the ground. The earth started to tremble - four rock constructs dug their way up to meet Shorast in a glorious battle. Two of them charged towards the vampire hunter, though he dodged them both, parrying attacks of the other two constructs. Thanks to equipment given scouts, he was prepared for such a battle. After he got lightly wounded, he decided to gather some distance from his opponents. Two well thrown magma bombs were enough to melt the constructs.

This was enough for Shorast to be sure that the fiend in Doomforests is stronger than he thought. He searched all the MechaTechno libraries to find anything regarding Dark One, which wasn't really too much. He spent nights at searching for clues in abandoned chambers, dark, webbed passages and eerie caverns - followed all the times by vary crundle eyes. Shorast couldn't find anything but vague clues, and the only people around the fortress that knew anything about it are either Chief Inquisitor, or Master Engineer. Shorast decided to get back to his dormitory in MechaTechno, then maybe ask out Master Engineer about it. This is a matter of high importance not only for Doomforests, but whole world.

On the way, Shorast could see all the crundles following, watching him silently. Suddenly he stumbled upon a robed dwarf, seemingly waiting for him. As vampire hunter approaches the mysterious fellow, he hears:

- You're Shorast?

Shorast nods.

- You should talk with Chief Inquisitor!

Though the man was whispering, masses of crundles gathered around. The robed dwarf drawn his steel short sword, and called out for help. A group of robed dwarves gather quickly, while alpha crundles prepare to charge. The dwarf screams:

- GO BACK TO HEADQUARTERS! RUN!!!

The group takes a defensive stance, hoping to survive enough for Shorast to run away. The only thing he could do was to run away, trying to safely reach inquisition headquarters.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 11, 2015, 08:56:16 pm

Quote from: Dark One on July 11, 2015, 04:51:29 pm

-snip

- *Mate is thinking about fortress micromanaging and draltha pies when his acolytes run into his office with Shorast.*
- -Ah! Shorast! My favourite Nifih worshipper!
- *He looks at the acolytes*
- -Restrain him, tie him into a chair, blindfold him and bring him downstairs. Make sure he doesn't harm himself! We don't know what that evil godess would do with a corpse, but I'd rather not risk it. Knock him unconcious if necessary. I'll go check on the fort and then I'll go downstairs to talk to him.
- *He then looks at Shorast, the human is looking at him with anger and disbelief*
- -Ah, Shorast... We have so much to talk about. *He knocks him down with a hit in the head*

Joural of Mate the 888th, Overseer of Doomforests

Well, after that zealoty moment to remind myselfr that I am the Chief Inquisitor of this place, I've decided to go and check on how the soldiers are doing and--WHAT THE FUCK!?

I TOLD YOU NOT TO KILL THE DRALTHAS, LET THEM LEAVE, SECURE THE GATES AND GO BACK YOU IDIOTHASObhlghalghsaoñklhfialoghsjalkñODGBJHBJOLKHJKL*the rest of the page is illegible*

Ah, well, after recovering from that... Er... Slight tantrum... I have to point out that both my emergency heir and Shaped Whispers are chasing the two remaining dralthas out, but they are too stupid to notice that they are being lured into the deepest caves, and the things living there give me no desire to have anyone, especially anyone from my family, living there.

Well, false alarm guys, Mate the 892nd quickly came to his senses and just stabbed the poor thing in the head before leading Shaped Whispers back into the fortress.

Meanwhile, our marksdwarves at the tower practice dodging, and the fort slowly goes back to normal.

Also, I feel inclined to ask some of the more wiser members of the fort on a way to kill Ber, the vampire (if that's his real name) without collapsing the roof on top of him (as that's impossible, seeing where is he incarcerated. Maybe I should burn him with magma, but I don't know how to do it without killing the poor bloke who goes down to dig the hot wall, and probably without flooding the jail with Armok's blood.

Spoiler (click to show/hide)

PLEASE TELL ME HOW TO KILL THE DAMN THING, PEOPLE! I BEG YOU!

Mate the 888th, His Overseeing Holiness, cancels eating: Interrupted by corpse. <u>Spoiler</u> (click to show/hide)



Could you guys please!? It's hard enough to get apetite in this fortress without having a corpse literally behind the armokdamn table! It's not so hard, there's a coffin reserved for him alredy, and his ghost is LITERALLY screaming at my face as i write it! It's really annoying!

((OOC: Also, as I was really bored, I took the liberty of searching for all of real Mate's and totally not the original Mate's dead unnamed relatives and renamed them to "Mate the randomnumber st/nd/rd/th", are you okay with it? Also, Kronk, if you are reading this, you are my grandpa)).

Spoiler (click to show/hide)

Ustuth Odzulban. Carpenter has grown attached to a tea wood training axe!

Unib Uzolmamot has become a Swordsdwarf.

Kulet Kadolrur has become a Swordsdwarf.

8blel Fotthorkûbuk has become a Swordsdwarf.

'Mate the 892nd' Likotgutid has become a captain of the guard.

'ShapedWhisper' Alåthunol has become a Hammerdwarf.

'Iamblichos II' Lolortost has become a Spearmaster.

Uvash Thabostsibrek has become a Macedwarf.

Urvad Kivishkûbuk has become a Axe Lord.

'Senshuken III' Rìtharustuth has become a militia captain.

Astesh Kogankokeb has become a Axedwarf.

Why? Why why why WHY!?

I didn't give any orders, you had alredy turned back into civilians and you had no reason for...

Ugh, you know what? Fine. You better spend your soldier time training, and you better turn into a badass fighting force after this. ((OOC: I'll ask for help now, mostly because it's been a long time since I last played and I'm a massive noob. So... How do you dispose prisioners, that is, how do you throw caged things into the magma? I'm in need of some sacrifices)).

- *Mate stops witing on his journal and rests on the chair when Taupe, the aptly named mad doctor, enters his office*.
- -Chief Inquisitor, I've heard of your vision of Nifih.
- -Do those assholes know what "complete and total confidentiality" means!?
- -Do you trust confidentiality upon other dwarves?
- -Good point. Now what do you want, old friend?
- -You being the chief inquisitor of this fort, have to know the truth of this world, that that vision both got close and far from you.

-What are you talking about, Taupe?

-I say, that I managed to get some journals, archives and reports of old from the cave elves that came to trade with us last spring. Some of them of elvish, goblin, human and dwarven origin, but most of them taken from the tribes of reptile, amphibian, serpent and cave fishmen living both deep down below and near and inside of Datetattooed.

-Animalmen don't write, Taupe.

-Just... Bear with me, allright? The thing is, I now know what is going on. I know of the secret war happening hidden from us, and I know that we must interfere, not only for the good of the fort, but for the good of the world!

-...I'm interested... Continue.

-The planet is secretly controlled by an undercover race of alien illuminati demonic reptilians.

-...What?

- -Man, I wish I was making this up.
- "This is the real hidden story behind everything.

"Nifih is an ordinary goddess, like many others. HOWEVER a very badass reptilian demon-fiend vampire managed to impersonate her as an avatar, and convince a bunch of people to sell him his soul. You can probably guess when this happened. This is at the exact same time the Cathedral of Beauty in Datetattooed became a corrupt place used to create more vampires. Nifih is actually pretty dumb, and keeps cursing whoemever defiles her chapel, unaware that an impostor lizardman is using her power to fuel a secret race of vampiric serpents, vampiric lizards, vampiric reptiles, and vampire fishmen, to acquire blood-sucking powers.

"The vampires and cultists are convinced they serve a godly being, but in truth they are just very power-fueled members of a decoy cult led by a charlatan.

-...This...

-Before you say anything, I heard about your vision, and no, that was not Nifih, it was the demon taking her shape, and although he desires to destroy men, goblin and dwarf, he does not wish to kill them, but to turn them into bloodsucking monsters, killing off all the opposition. And we are the opposition. Every worshipper of that lizard-devil is influenced by him, and that human you so not subtly captured and took downstairs is no exeption. If you kill him, his body will return for us while his soul goes to hell, to be one more of the demon's infinite army. You have to tell him the truth, or he will succumb to him and die.

-...Taupe... When people started calling you a "Mad Doctor", I tought it was a joke. Now I see that you are, in fact, insane. Go get some rest.

-But..

-GET OUT OF MY SIGHT, I SAY!

stAs Taupe leaves, Mate starts writing down everything that Taupe told himst

((OOC: Taupe PM'ed me with this, and this is actually what is going on. As legends mode say. So now we know the truth of the world. Or at least Taupe knows.

Kudos to Toady and ThreeToe, though, for creating a game capable of random-generating the Illuminati.))

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 11, 2015, 09:24:07 pm

Send the vampire to open the magma thing?

Quote

((OOC: Taupe PM'ed me with this, and this is actually what is going on. As legends mode say. So now we know the truth of the world. Or at least Taupe knows. Kudos to Toady and ThreeToe, though, for creating a game capable of random-generating the Illuminati.))

I've known this since a long time ago, but it was such a dumb and improbable conclusion that I felt it needed some time before it was revealed. Mate888th leading an inquisition seemed like a good enough way to introduce the idea.

Yup. You read that right. The 4% of americans who believe the world is secretly controlled by super-powered reptilians under disguise puppeting the government are actually in the right, as far as the world of Doomforests is concerned.

A powerful being tricked the humans into believing he is in fact one of their godesses walking the earth. Because he settled in the Cathedral of Beauty in Datetatooed, which is a holy site of Nifih commissioned by the last of her true priest, after the city was trashed by werebeasts for the like 15th time. Whether the location is a coincidence, or the impostor chose to reveal himself there is a mystery. The impostor fiend is recruiting amidst the ranks of the reptilian, fish, lizard, snake, and whatever men living underneath Datetattooed, which as you may remember is essentially tristram: a cursed chapel under which endless sewers, crypts and catacomb spiral out. The vampire reptilians are living there, and apparently their newborn, along with some standart-race characters, are tricked into joining the cult. It's an easy mistake to make, really. Nifih is associated with beasts and fertility, so it would make sence that the reptilian races would willingly flock to her sacred place for worship. As for humans and dwarves, remember that the human lands have been plagued with a Van-Helsing

level of horror. Their lands are simply crawling with werebeasts and strange fiends, and the national hobby is "trying to rebuild the destroyed remains of their civilisation". Given the horrors they face, it makes sence that some would choose to join the cult of "Nifih", hoping the goddess will protect them from beasts, and allow their villages to prosper.

There is but one, ironic twist to the story: the ritual to join the cult profanes the ancient cathedral, and thus every high-ranking member of this absurdly improbable sect is turned into a blood-sucker by the original owner of the temple. Endless vampires.

Title: Re: The Hastening of Doomforests Post by: mate888 on July 11, 2015, 11:20:48 pm

Well, that solves the mistery of the infinite vampire generator. It also opens one thousand other misteries, but oh well.

Journal of Mate the 888th, Overseer of Doomforests

Shorast is now restrained in the volcanic jail. Meanwhile, the last ghost has been put to rest, just as another corpse is found, right in the middle of Old Doomforests. Great.

You know nature hates you when buzzards fly at you trying to scratch your eyes out. Poor Drokles. Spoiler (click to show/hide)

The bazzara Mözirlikot, Manager: Help! Save me!

Also, you know that some animals are stupid when you see a random buzzard attacking everything that moves until its hacked to death by a woodworker.

Holy mother of Armok why are so many buzzards underground and why are they so vicious!?

Well...

We are out of seeds.

Or the dwarves are too stupid to bring them to the farms.

Either way, I think we should start panicking by now.

Meanwhile, our only macedwarf is still recovering. Do we even have any crutches?

No we don't. We don't even have (or atleast I can't find) a carpenter's shop. I'll dig one up in the crafts zone.

Spoiler (click to show/hide)

ast Gusmul has come! A gigantic eyeless cuckoo. It has a round shell and it appears to be emaciated. Its mauve taupe

ess Enter to close window

Well, we have three beasties down in the caverns.

Good for them, I don't think of going down there any time soon, and I doubt they'll ever find a way into here, will they?

Spoiler (click to show/hide)

ctor cancels Store Item in Stockpile:

Oh good.

The evil bird jumped on the bridge that goes over the caverns and started walking into the ladders that lead into the fort, but when a hauler came by, the thing made usage of its best bird instincts and...

Flew away.

I still don't trust it.

I see it there, from the bridge, scratching Atville's gate with its little bird beak...

Spoiler (click to show/hide) О 000

Everyone must stay inside until the bird leaves or battle is inevitable. Doomforests must prevail.

Will the evil bird thing be able to break into Astville?

Will our brave dwarves be able to stop the monster before it's too late?

Will an epic battle ensue on Astville... Again?

Or will Astville serve as a path for the monsters to enter into main Doomforests and kill everyone... Again?

Find that out in the next installment of Doomforests!

Coming tomorrow because I have to sleep.

Title: Re: The Hastening of Doomforests Post by: Drazoth on July 12, 2015, 12:53:44 pm

God damn this place is weird. Now I need to figure out legends mode. As a side note, i have an idea for a potential DoomForests sequel in mind now.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 12, 2015, 01:24:29 pm

Journal of Mate the 888th, Overseer of Doomforests

Well, a door has been placed between the caverns full of bird demons and the stairway to Astville.

The only problem is that the door is made out of glass, but I guess that will stop him. I mean, he's a bird, what's the worst that could happen?

In other news, I built a memorial hall for the legendary Ast, founder, protector and eventual destroyer of Atville, and noticed that the hospital in Astville was inaccessible because the doors into it were forbidden.

Why am I the first to notice that?

Spoiler (click to show/hide)

FPS: 2 (2)

((OOC: Hah! Do you think you can make me stop playing you, game? I've played League of Legends games with less than that! THOU SHALT NOT STOP ME!))

Pencil Art mandated us to build three ballista arrows. But they were alredy there so nothing happened.

In other news, we made a crutch for our macedwarf, but nobody wants to bring it to him...

Teamwork at its best.

.....

Nothing important has happened apart from this

Spoiler (click to show/hide)

This is the resting place of Baby Minister' Alåthgeb, Mi

That's sad. Now the only survivors of the days of Taupe are Taupe himself and Smuntsu.

We don't know what happened to the Engraver Guy, but in doubt, the dwarf's probably dead.

Also, I tracked down all the members of the house of Mate that died on this fort.

And there are a lot.

Spoiler (click to show/hide)

	Zatthudkogan, Dwarven Baby	Missing
Mate the 889th'	Rigòthsom, Only heir	Deceased
Mafol Dumaterar,	Marksdwarf	Deceased
'Mate the 881st'	Kifedstâkud, Marksdwarf	Deceased
'Mate the 880th'	Ishlumïteb, Recruit	Deceased
Mate the 886th'	Cattengåkiz, Mechanic	Deceased
'Mate the 884th'	Kolrath, Ranger	Deceased
'Mate the 887th'	èrithocîg, Farmer	Deceased

May their souls rest in Armok's grace.

((OOC: This are the dead unnamed relatives of Mate the 888th, so no named dwarf has been renamed))

I ordered the caged goblins (exept by Smuntsu) to be executed. That'll teach them not to be evil green pagans.

And... They don't do anything, and I don't know wich lever is meant to set them free, so I'll have to pull all the levers.

In other news...

Spoiler (click to show/hide)

→The Forgotten Beast misses The Forgotten Beast!

Guess evil monsters don't get along with each other.

And, in classic Doomforests spirit, the problems of the fort kill eachother, in this case breathing toxic smoke and kicking eachother. An epic battle ensues. The eyeless cuckoo grabs the hairy crab and takes it into the air, kicking it with the other foot and breathing vapor into it while the crab desperately cuts it with its pincer.

Eventually, the crab manages to free itself from the bird by cutting its toes off. The crab falls to the floor and lands in a cage trap.

The bird attacks again, throwing the crab in the air, making it loose its trunk, but the crab is still somehow alive.

The trunkless crab climbs into the wall and kicks one of the bird's leg, making it explode in gore.

The beasts bite, snatck, shake and kick eachother endlessly, as the residents of Astville hear and see throught the doors and small cracks on the walls. An epic battle, wich may result in one dead and one severely wounded beast, wich could be easily killed off by our soldiers, to make the caves a little bit safer.

Now the bird, fed up of the crab, bites it in the foot, shakes it around and throws it aganist the cavern wall. As it falls, stunned, the bird falls on it with its feet, making its body explode in gore.

I'll wait for the beast to calm down and send the army for it.

This will be a hard battle. But we must win it. The last thing we need is one giant bird that breathes poisonous smoke in so close to Astville, with the only thing separating them being three doors, of wich one is made out of glass.

The main squad will be baptized by fire...

Next time!

THE BIRD BROKE THE DOOR! REPEAT THE BEAST BROKE THE DOOR! EVERYONE RUN! BRING IN THE ARMY! THE MARKSDWARVES! EVERYONE! WE MUST NOT LET THE THING PASS!

It's on the bridge! LOCK THE DOORS!

IT'S TRYING TO GET INTO OLD DOOMFORESTS! DON'T LET IT GET THROUGH!

The second battle for Astville has begun.

Title: Re: The Hastening of Doomforests Post by: Dark One on July 12, 2015, 03:55:49 pm

Darkness, and then a sudden flash. Shorast awakes blindfolded and tied to a chair in some kind of a jail chamber. All he could do was to wait, praying to Nifih so she could help him in this perilous situation. After a few hours or so, the doors to chamber open and Shorast hears footsteps.

- Shorast! Now, you'll tell me every....

Dwarven speech gets suddenly interrupted by a strange, loud shrieking noise. Ties and blindfolds seem to disintegrate, while Nifih itself descends down to help her champion. Her sight is impossible to behold for the vampire hunter, but this doesn't stop him. The dwarf that spoke to him was the Chief Inquisitor himself, he screams:

- NIFIH! FEEL THE POWER OF ARMOK'S DISCIPLES! FEEL THE GOD'S OF BLOOD WRATH!!!!

The dwarf assumes a defensive stance, while walls start to bleed. The blood forms swirls of blood, surrounding dwarf's limbs and giving him protection. Chief Inquisitor quickly gathers in power receiving another blessing from his god - Armok's Wrath, a holy warhammer encrusted with gems of unknown origin. The artifact looks like it weilds untold powers.

Nifih looks unimpressed however, and equips Shorast with gear of highest quality - an axe made out of material unknown even to ancient animalmen tribes. There is a lizard man engraved on the blade. Shorast receives also a full armor made out of black material holding unknown properties. Next, Nifih opens a portal and three lizardmen walk out of it - two of them equipped with spears, while third is looking like a powerfull sorcerer.

With last curses from Chief Inquisitor, and silence from Shorast's side, the battle begins. Mate the 888th charges towards shorast, striking with his powerfull warhammer. However, the shot is quickly blocked with a black shield. The strike is powerfull enough to produce a huge dent in the metal, however the shield quickly gets back to it's shape which confuses the old dwarf.

Shorast using the situation decides to strike with all the force he has, hacking away most of Chief Inquisitors bloody armor, weaking it severely. His axe got a little bit blunt while doing so, however. Chief Inquisitor counterattacks with mighty force, breaking the shield in half, and making it unable to regenerate.

This won't stop Shorast who quickly strikes back, but Chief Inquisitor finds it easy to parry it with his holy warhammer. The dwarf quickly charges at unprepared human, but somehow he manages to dodge the attack. Before Chief Inquisitor turns back, Shorast strikes at his legs, hacking away whole his bloody armor, though breaking his axe in the process. Inquisitor took whole force of the attack and falls on the ground, dropping his warhammer.

Shorast quickly tries to take it from the ground, but dwarf quickly scrambled to it, trying to take it out of humans hands. Suddenly air turns heavy around Shorast, and blood seems to flow within his armor, considerably slowing him down - Armok decided to help his champion in unfair fight! Both Nifih and lizard men stare at Shorast despisingly.

Chief Inquisitor quickly stands up and pries the warhammer out of vampire hunters hands, giving him also a good kick, and sending him flying. The human hit the wall and become unconscious. At this sight Nifih decided to leave the fool on his own, and escapes with lizardmen through a portal opened before.

Chief Inquisitor decides to use this situation and deal with Shorast once and for all, all of this while keeping silence unusuall for him. He comes closer to the unconscious human, holding his warhammer in the air menacingly. All the surrounding blood gets quickly sucked into the warhammer, imbuing it with magical power.

As he is ready to deal the final blow, the chamber is surrounded by void with clouds of miasma spreading out of it. Chief Inquisitor and unconscious Shorast found themselves standing on the floor, surrounded by walls that lacked any density and lost all their properties whatsoever.

Clouds of foul miasma filled the air, made it hard to breathe. A long, horrifying shriek appeared out of nowhere, fillin Chief Inquisitors heart with fear, which quickly turned out into a burning rage!

- COME HERE YOU ROTTING BASTARD!!!! SHOW YOURSELF DARK ONE!!! SHOW YOURSELF!!!!!

His screams were listened, and a dark figure arouse on the edge of reality, miasma and void. The floor started to tremble, and lots of mysterious figures appeared.

- I HAVE YOU!!!!

Dark One furiously charges at Mate the 888th with a jagged, curved dagger encrusted with black gems, but he stumbles over his own leg, hitting floor with his face. Being undead and not feeling anything, Dark One quickly stands up and assumes a defensive stance.

Chief Inquisitor charges at the robed dwarven corpse with his warhammer, and hits him in the left arm. Warhammer powered up with blood releases a powerfull blast, severing the arm from Dark One's torso! The attack seemed to anger him even more however. Dark One tries to strike with his dagger again, but Chief Inquisitor jumps back, closer to unconscious Shorast.

The undead dwarf notices the man lying on the floor, and with one gesture drains whole of his life force, regenerating his arm in the process! Then, with another gesture he makes the body explode with great force, almost knocking Mate on the ground. This was enough to make Mate even more furious.

The old dwarf finally decides to end the miserable un-life of Dark One, giving a prayer to Armok and accumulating power. Before the corpse can react, he quickly releases a powerfull wave of magma, covering everything but Mate, and burning it to ashes. Dark One screams in agony while dissolving in Armok's holy blood. Everything melts - Shorast's remains, floor, even the void itself. Darkness, and then a flash.

Armok brough Mate 888th back into the jail chamber with piles of ash that once were Dark One and Shorast. Then, the Chief Inquisitor gets back to headquarters, leaves Armok's Wrath in display case and gets out to his quarter, so he could finally rest. The last words he said were:

- Those fuc***g zealots!

Spoiler: OOC (click to show/hide)

I used die rolls for the battle. RNG seems to like Mate888. Since both Dark One, and Shorast are no more, I finish writing journals and all the in character stuff.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 12, 2015, 05:23:52 pm

Damn. RIP Dark One. I really wanted to talk Shorast out of his evilness, but I can't just ignore a post like that, especially one in wich I look so badass.

I'll rp about that later. As well as posting the battle aganist the cuckoo.

Spoiler: Why the hell not (click to show/hide)



On the item there is an image of Mate the 888th Lorbammegid Azisilral holding a warhammer. The "artwork" reletes to the killing of the undead dwarf Dark One and the human Shorast somethingsomething the Comet of something by the dwarf Mate the 888th Azisilral in the autmun of 1062. The item menaces with spikes of black ink and paper.

Title: Re: The Hastening of Doomforests
Post by: Salmeuk on July 13, 2015, 04:11:33 am

wow, 2 fps? nice updates despite that! There might come a time in the near future when Doomforests is retired for good, and on that topic:

Quote from: Drazoth on July 12, 2015, 12:53:44 pm

God damn this place is weird. Now I need to figure out legends mode. As a side note, i have an idea for a potential DoomForests sequel in mind now.

Let us know, we could pre-stack the turn list with players from this game. I imagine we would want to use the same world, what with Nifih and her vampire cults. Hell, that way we would find our old named dwarfs migrating along with the threshers and fisherdwarves.

Mate, did you still need help pitting creatures / figuring out the military alerts screen?

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 13, 2015, 05:31:00 am

lets rexlaim daetatooed using masterwork.

Title: Re: The Hastening of Doomforests
Post by: unkind on July 13, 2015, 06:33:40 am

had to finally post after reading all 78 pages, you guys are awesome, great writing!

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on July 13, 2015, 07:32:23 am

So Mate, what season are you on? And with all this talk of succession forts, is there going to be a next turn, or should I just sign up for the succession fort? :D

Title: Re: The Hastening of Doomforests
Post by: Drazoth on July 13, 2015, 09:51:23 am

Quote from: Salmeuk on July 13, 2015, 04:11:33 am

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Mate, did you still need help pitting creatures / figuring out the military alerts screen?

My idea was to have a group of dwarven settlers go to DateTatooed and conquer/cleanse it. I'd want DoomForests to fall first though, as my idea was to have one of the Drazoths lead this expedition out of vengeance for DoomForests/ the death of D3 or whichever brother is here at the time.

Title: Re: The Hastening of Doomforests Post by: Taupe on July 13, 2015, 10:14:11 am

Alternatively, an adventure mode succession aiming to kill he cult leaders. I dont think our dwarves are allowed to settle on a human settlement, nevermind one that is active.

THAT being said, if someone can mod it that we can actually dispatch dwarven colonist to this messed place, then we have to do it. The idea of a succession game trying to establish an outpost amidst illiminati reptilian vampires and a thousand werebeasts is amazing.

Ps, will try to spend my turn cleansing the fps by mass-smashing and melting what i can. Hauling random crap will probably help.

Title: Re: The Hastening of Doomforests Post by: Drazoth on July 13, 2015, 11:14:00 am

Yeah that was another idea I had. Maybe when DoomForests dies we can have a vote or something. Also, can I be added to the turn list?

Title: Re: The Hastening of Doomforests Post by: TechnoXan on July 13, 2015, 12:12:11 pm

The Codex of TechnoXan, Master Mecha Engineer

OOC: I hope there is a mod that lets you send colonists. If not, we could fudge it and just rename the people. And guys, Doomforests is tough! We have survived a Goat! Yes, a Goat! Its going to take a lot. :D

Entry Eleven:

Well, things have happened. I have not been able to write for a while due to an unfortunate spelunking incident. Freaking Troglodytes left me black and blue all over! Thankfully Fido was there to scare them off, those monsters are no better than lowly Humans. Well the Haven, the new name for the Mechatechno sect base, has undergone some changes. The Crundles have created several communities in the Sprawling abandoned mine shafts. Each one competes for popularity and support by going above and beyond in the name of the sect. Increasing forge production, tapping into steam geysers, and innovating in the field of Crundle weaponry. Now thanks to the Craq Claw Republic, one of the larger tribes, each Alpha Crundle comes equipped with two gauntlets. One can expand into a shield, the other into a short sword. The idea helps harness the Crundles natural use of their claws as well as use more effective weapons. I am worried about the Seeing Eye. This group of Crundles is not on good terms with the Mechatechno sect. Just yesterday A fight broke out in the feeding grounds when a member of the Seeing Eye bit his handler! All this new found independence may not be as good as I think.

Well that Zealot Mate 888th is in charge now. I really must find a way to rid myself of that nuisance. He also committed genocide against an entire herd of Draltha's in MY Caverns! That son of a Troll likes to kill. Well, Mecha Plan F has been Completed. I have at least 50 Alpha Crundles, armed. +100 Fang Crundles. And 35 Acolytes. So now Mecha Plan G is Born. Expanding upon the idea of Mecha Plan F, starting with 8 Troglodytes and 3 Cave Ogres. Sadly these creatures intelligence is sub par. The best we can do is train them not to attack us. But we will need them soon. Soon Doomforests will be mine.

Well the serum I am working on needs something different. I added a vial of Dwarf blood, one of the acolytes. The chemical compounds within should bond with the Elven bone marrow. The new base of life (OOC: supposed to be a new DNA thing, DwarfElfAcid. DEA.;)) This should then replace my weak mortal life base, with a stronger regenerating one. Ha! Beat that Armok.

Entry Twelve

Oh no. Shorast, my son.... Shorast was captured! His bodyguard Crundle said that he gave him the slip near Inquisition territory. He heard a short cry from him and nothing. This will not stand! Fido, remember that cave Ogre we caught in pit trap #2? Release him in Inquisition territory. I know others might be hurt but...b...but they have Shorast! Give the Ogre that strip of cloth Mate wears, then release him in the mines near his base. Go Fido. Hurry.

The Ogre was released Thirty minutes ago. I personally fitted him with iron armor. Mate 888th will pay. I hope no innocents die, that would not look good for the sect.

Title: Re: The Hastening of Doomforests Post by: mate888 on July 13, 2015, 12:35:54 pm

Quote from: Salmeuk on July 13, 2015, 04:11:33 am

Mate, did you still need help pitting creatures / figuring out the military alerts screen?

Quote from: Iamblichos on July 13, 2015, 07:32:23 am

So Mate, what season are you on? And with all this talk of succession forts, is there going to be a next turn, or should I just sign up for the succession fort? :D

I'm in Timber (mid/late autmun), although I think that my turn started after it should have started.

Quote from: TechnoXan on July 13, 2015, 12:12:11 pm

He also committed genocide against an entire herd of Draltha's in MY Caverns! That son of a Troll likes to kill.

Genocide? There were three dralthas, and the soldiers only killed two.

And also:

IC

-Oh, my head... What did just... Was that real?

Mate then sees the holy hammer thing on his hand, and the two piles of ash that once were Shorast and Dark One, a few teeth left.

-Oh shit. It was real... That means I'm still a badass! Yeah! I still have it!

Noises come from the halls. Dwarves screaming and running, and an ogre running towards the office.

-An... Ogre? In MY fortress!? OH, HELL NO!

Mate grabs the hammer and some priests and goes out, the soldiers are upstairs in Astville, so he is alone with some robed dwarves armed with shortswords.

-Allright guys, this ogre committed a mistake in coming here! ATTA--

The ogre swiftly hits the inquisitor and sends him flying. The priests frantically stab him in the legs while he grabs a civilian with his other hand and puts him in his mouth.

-CUT THAT THINGS THROAT! FOR ARMOOO--

Mate charges at the beast and gets thrown again. The monster sends other priests and civilians flying before falling over due to the wounds on his legs.

-NOW! STAB HIM IN THE EYES!

The priests jump at the ogre, slashing at him and stabbing him in the eyes, blinding it. Mate goes at it and finishes it off with a blow of the hammer to the head.

The ogre is dead, along with three priests and a civilian.

- -Your Holiness...
- -What do you want?
- -The ogre... It has a symbol on its back.

Mate looks at the symbol, a burnmark resembling a crundle.

- -Son of a wagon full of prostitutes.
- -Burn the ogre, send Shorast's and Dark One's ashes to them in separate jars.
- -How will they know it's their ashes?
- -The teeth don't burn. Human teeth are larger than dwarven teeth, they will notice.
- -They didn't notice that Shorast was a human spy in the first place...
- -Oh, yeah, you are right... Write "Shorast" on the jar, just if.

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 13, 2015, 01:42:38 pm

The doctor was very disapointed. Not because of the ongoing war between various cultists, or rampaging demons. Not evwn because the chiwd inquisitor had discarded his discoveries as the ramblings of a mad dwarf. No, what he truly made him mourn the state of Doomforest was the news he heard recently, about poor efficiency of the farms.

- -Minister Stunstu, this is shameful to our cabinet. As minister of agriculture, I expect better from you.
- -Grnnghrargh tlrooourghlou grawrghtre...
- -No excuses, have them running by the end of the year.
- -...Greaegh
- -Good. I swear, this place. Everything went downhill since baby minister died...

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 13, 2015, 03:17:30 pm

Quote from: Taupe on July 13, 2015, 01:42:38 pm

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-No excuses, have them running by the end of the year.

-...Greaegh

-Good. I swear, this place. Everything went downhill since baby minister died...

Yep. Totally sane.

Journal of Mate the 888th, Overseer of Doomforests

The soldiers are in formation. The devil bird is waiting at the gates. This may be the worst error I could ever commit.

Maybe the bird destroyed the door by accident while fighting the crab. Maybe it didn't want to trouble us.

But I shall not risk the fort. Not with the beast so close to us. We have to attack now that it's wounded and weakened. If we are lucky, my emergency heir may be able to take it down with two quick spear stabbings.

I hope so, at least.

They alredy fought a forgotten beast once, they will not cower aganist a giant cuckoo.

They unlocked the glass door.

ATTACK!

Spoiler (click to show/hide)



And may Armok have mercy on us all if you fail.

Spoiler (click to show/hide)

Gusmul Gugobosa, Porgotten Beast is no longer enraged.

The flying -copper bolt- strikes The Forgotten Beast in the right upper leg, tearing the muscle and bruising the bone!

A tendon has been torn!

The Forgotten Beast falls over.

We're up for a good start. Just don't breathe the smoke!

Our brave warriors and our newly created marksdwarf squad jumps at the bird with impressive fury, not allowing it to get up. Senshuken III stabs and punches the bird with no fear. Quite an achievement for the guy who felt utter terror after seeing a dead gorlak this morning.

The battle rages on, until a brave axelord chops the bird's head off, ending its life.

As the toxic vapor dissipates, we see a glorious triumph in our hands. But not without a price. Medtob the marksdwarf, Senshuken III the swordleader and Urvad the axelord, the same one that chopped the monster's head off, lay dead on the ground. Choked on the deadly smoke. The celebrations of the victory are cut short by the mourning.

Mate the 892nd is helping Thikut up, who is in the floor, crying after seeing three of her friends die.

Still, there was no dwarfier way to die than this. Fighting a gigantic eyeless bird monster while choking in poisonous vapor. May they rest in Armok's grace.

On the journal paper there's an image of Medtob the marksdwarf, Senshuken the swordleader, Urvad, the Birdslayer and Gusmul, the forgotten beast.

The three dwarves are striking a menacing pose. Gusmul is screaming.

Title: Re: The Hastening of Doomforests
Post by: TechnoXan on July 13, 2015, 03:48:41 pm

Two Draltha's, three? What does it matter, you killed Shorast!! *sob!* Oh, and Mate, you are doing great!! :) The updates are awesome and your going so fast I can barely keep up! ;) **Watch your back Inquisitor. The Crundles are learning.**

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 13, 2015, 03:51:31 pm

Also, jokes aside I think there is a direct correlation with the food supply dwindling and our minister of agriculture being in a cage rather than *in his bloody office!* (not a swear, his office is covered by Salmeuk's blood). Make sure minister Smunstu's new accomodations are well-furnished, spacious, and beautifully engraved.

Thanks.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 13, 2015, 05:12:42 pm

Quote from: Taupe on July 13, 2015, 03:51:31 pm

Also, jokes aside I think there is a direct correlation with the food supply dwindling and our minister of agriculture being in a cage rather than in his bloody office! (not a swear, his office is covered by Salmeuk's blood). Make sure minister Smunstu's new accomodations are well-furnished, spacious, and beautifully engraved.

Thanks

...I would execute Smuntsu if I didn't like him as much as you do.

That and... I don't know how to move cages from one place to another, nor I can open them remotely.

Also, there are lots of seeds, the farmers are just stupid.

Title: Re: The Hastening of Doomforests Post by: Taupe on July 13, 2015, 08:21:04 pm

Quote from: mate888 on July 13, 2015, 05:12:42 pm

Quote from: Taupe on July 13, 2015, 03:51:31 pm

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That and... I don't know how to move cages from one place to another, nor I can open them remotely.

Also, there are lots of seeds, the farmers are just stupid.

1-Build the cage where you want it.

(b)uild-- (j)cage

before selecting a specific cage, press (x). this will change the "material type" list into an exaustive list of al the cages you have, allowing you to select the cage containing smunstu.

(This is also how you proceed to select a specific engraved slab to place, instead of just "one of ten phylite slabs".)

2-Build a lever

(b)uild -- (T)rap--(l)ever

3-Link the cage to the lever

press q and select lever (or simply click it if using DFhack)

press a for a new task

press (j) to link building to a cage

scroll down through the list of placed cages and select smunstu's cage in the list (shouldn't be that many unless the crundlepit lovers built a thousand more display cages)

4-Seal the office.

You know this step. Just build a wall so Smunstu cannot escape and murder people in his sleep

(he suffers from sleep-walking)

Ideally this is also the step where you set a nice office for him.

5-Activate the lever

select lever with q, press a for new task press (P) for pull lever.

nb: You can use any materials for both the levers and the mechanisms, as I imagine Smunstu's office won't be made exclusively of magma

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 13, 2015, 08:51:00 pm

Quote from: Taupe on July 13, 2015, 08:21:04 pm

Quote from: mate888 on July 13, 2015, 05:12:42 pm

Quote from: Taupe on July 13, 2015, 03:51:31 pm

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select lever with q, press a for new task

nb: You can use any materials for both the levers and the mechanisms, as I imagine Smunstu's office won't be made exclusively of magma

Armok bless you, not so young man.

Title: Re: The Hastening of Doomforests

Post by: Senshuken on July 14, 2015, 04:51:04 am

I stopped following this a long time ago because I just didn't have the desire to write the journal entries for Senshuken the third... And the sure amount of cults and plotting is just insane.

Starting from where I left off, I started reading through it today to see just how Senshuken the third was going to die. I had long assumed that he was long dead but to discover that he had only died recently... and going out like a bad ass to!

There is something about Forgotten Beasts that is bad for Senshuken's, but at least this one managed to take the bloody monster chicken down with him before he died!

Title: Re: The Hastening of Doomforests

Post by: sculleywr on July 14, 2015, 06:18:59 am

This place is still going? Damn! I have a hell of a lot of reading to do now. I started reading at the beginning, then the winter took my computer away. I never saw what happened after the minister of not dying horribly came. Fucking awesome Taupe!

If this is still going, I want dorfed. Lol. Insane engraver tour guy.

Title: Re: The Hastening of Doomforests Post by: mate888 on July 14, 2015, 03:48:51 pm

Quote from: sculleywr on July 14, 2015, 06:18:59 am

This place is still going? Damn! I have a hell of a lot of reading to do now. I started reading at the beginning, then the winter took my computer away. I never saw what happened after the minister of not dying horribly came. Fucking awesome Taupe!

If this is still going, I want dorfed. Lol. Insane engraver tour guy.

Consider yourself dorf'd.

Quote from: Senshuken on July 14, 2015, 04:51:04 am

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Starting from where I left off, I started reading through it today to see just how Senshuken the third was going to die. I had long assumed that he was long dead but to discover that he had only died recently... and going out like a bad ass to!

There is something about Forgotten Beasts that is bad for Senshuken's, but at least this one managed to take the bloody monster chicken down with him before he died!

Do you want to have a Senshuken IV? I have no problem in adding one if you want. And the number of cults has been reduced to one relevant and a bunch of Crundle molesters, so that won't be a problem, either.

Journal of Mate the 888th, Overseer of Doomforests

Not much happens, a new dwarf called Sculleywr came into the fortress, I prepare the a new, small cozy office for Smuntsu, and engrave things. The fort is peacefull overall. Seems like the times of strife are finally ending in this fo--Spoiler (click to show/hide)

A vile force of darkness has arrived!

Press Enter to close window

Ah, crap.

And this is no goblin "token siege", this actually seems to be a big one, with trolls and more than two old goblins.

Maybe Smuntsu's uncle was kicked out of the tribe's chiefdom, and the goblins want to bring the legitimate heir back.

Either that or the usurpers want Smuntsu dead so that there is no opposition for them to take the throne.

Well, this will be a tough siege.

Aaaand...

They left.

Guess they forgot to turn left in Albuquerque.

Moonstone

Smuntsu is now free on his new, cozy office.



I noticed how Smuntsu (who seems to be wearing only a breastplate and nothing else) cried of happiness when he was able to flee the

Either that or because he missed the sun, his family, other goblins, his left foot, and the fact that he never ate since my last reign... Eh, anyways, I hope now that he is out of the cagey agriculture will go better than before.

Title: Re: The Hastening of Doomforests Post by: mate888 on July 15, 2015, 07:51:55 pm

Journal of Mate the 888th, Overseer of Doomforests

Well, save for that ogre attack, life has been relatively peaceful in this fortress. But this peace is a false one. An illusion of harmony made with the sole purpouse of covering all those who had wronged Armok.

Pagans. Heretics. Murderers. Monsters. All of them are alive and breathing in MY fort! A vampire, crundles, troglodytes, crundle cultists! The list goes on and on... I still can't find a safe way to kill the vampire, but all the other things are alredy sorted!

I'll see if my plan of "dumping" the crundles into the magma will work. Otherwise, I'll do my other plan, and simply smash their atoms under a bridge.

While transporting crundles into their inevitable doom, I discovered something terrible, confusing, and disgusting.

Seems that the dwarf known as Salemuk is a disgusting zoophiliac, what the humans call a "furry". Of course, I can't execute him for this heresy, as he is a powerful dwarf and he has many dangerous friends, so I am only able to express my outrage by art. Spoiler (click to show/hide)

Shadmal, "The Cruelties of Confusing" Engraved on the floor is a superiorly designed image of 'Salmeuk' Steelspeaker the dwarf and great horned owl men by 'Mate The 888th' Asizilral. 'Salmeuk' Steelspeaker is admiring the great ĥorned owl men.

Disgusting.

Well, back to crundle burning...

Spoiler (click to show/hide)

Uzol Bomrekïdath, Thresher cancels Sleep: Taken by mood. Duzol Bomrekïdath, Thresher withdraws from society...

Ah, great.

99 crundles on the halls, we have 99 crundles on the halls.

If one of them burns, one of them's lost, you've got 98 crundles left on the halls.

As the moody dwarf searches for materials and works on his thing, I consagrated the souls of the executed crundles to Armok, mostly to send a message to the crundleshaggers, of course, since everyone knows crundles have no soul.

We first dropped a very big one to the magma, surely one of TechnoXan's abominations. Then a normal one. Little bastards are resistant to magma. Sunk the whole way into the magma sea before finally roasting.

It seems I'll have to get bones, gems, metal bars and stone blocks to the moody dwarf...

Eh, he can wait a couple of hours, can he?

Spoiler: The engraving of Salemuk (click to show/hide)



Title: Re: The Hastening of Doomforests
Post by: Taupe on July 15, 2015, 08:52:34 pm

I cannot, under any circonstance, believe that Doomforests has a shortage of bones.

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on July 16, 2015, 06:17:57 am

I, for one, am shocked. Salmeuk disappoints me. Truly.

You would think, with all the exotic wildlife around Doomforests, he could find something truly bizarre to perv on instead of wimpy old owl men.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 16, 2015, 12:26:47 pm

Quote from: Iamblichos on July 16, 2015, 06:17:57 am

I, for one, am shocked. Salmeuk disappoints me. Truly.

You would think, with all the exotic wildlife around Doomforests, he could find something truly bizarre to perv on instead of wimpy old owl men.

Well, the crundles are alredy taken, and everything else is too dangerous to perv upon, so he only could do so much.

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on July 16, 2015, 01:13:26 pm

He could have perved on the Forgotten Beast that was stuck behind some trees deep underground.

Suppose though that that would be even worse of a fetish...

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 17, 2015, 01:38:26 pm

While I keep doing unimportant stuff and desperately search for the shit the moody dwarf needs... <u>Spoiler</u> (click to show/hide)

Within the last season, she didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She didn't feel anything after seeing a crundle die. She was interested near a fine Bridge. She was interested near a very fine Bridge. She was The clensing continues.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 17, 2015, 03:06:09 pm

Journal of Mate the 888th, overseer of Doomforests Opal

The misterious construction has begun! Our lovely thresher is working tirelessly to build... Whatever he is building. Also, I somehow think that my reign started after when it should have. I started in autmun of 1062, but the year starts in spring... Or am I just loosing my mind?

Spoiler (click to show/hide)

All craftsdwarfship is of the highest quality. This object menaces with spikes of hoary marmot bone. On the item is an image pole opal.

rsports the dwarf and Ngalák Tunnelfated the night troll in aluminum. Ngalák Tunnelfated the hight troll in aluminum. Ngalák Tunnelfated the hight troll in aluminum. pal. s the dwarf and Ngalák Tunnelfated the night troll in aluminum. Ngalák Tunnelfated is striking down Fikod Floorsports. The Fikod Floorsports by the night troll Ngalák Tunnelfated in The Rapid Hill in 923. I the Dead Oblivion of Tunnels the night troll and Rith Lustertour the dwarf in gabbro. Ayanu Nightskull the Dead Oblivion . The artwork relates to a scuffle between the night troll Ayanu Nightskull the Dead Oblivion of Tunnels and the dwarf Rith ed victorious.

Yes! And out of this magnificent work of art we got a legendary... Bonecarver... Dammit!

Also, what is it with night trolls in this fort? Why were they so active in the old times and why are there no engravings of night trolls in recent years?

And also, why haven't we ever seen one? Is it that night trolls, moon freaks and cromes of evil were all hunted down to extinction? If so, why aren't any engravings of heroes slaying night trolls?

Maybe they were unable to breed and died out?

I'm curious now.

Title: Re: The Hastening of Doomforests Post by: Drazoth on July 17, 2015, 03:34:00 pm

3 sits at a long table, looking at his brothers. His mother sits at it's head, and his youngest brother, the young Drazoth 11, at the foot. He had missed several of these meetings while he was at DoomForests and it was good to be among his family again. It was also good to be away from the chaos that DoomForests had devolved into. He had just finished his report on the situation in DoomForests when he left, and now he was outlining his next steps. He then waits for his other brothers to finish their reports.

"Now, is there anything else that needs to be discussed?", their mother asks.

"There is a settlement known as DateTatooed that I would like investigated. I believe it is linked to various werebeasts and vampires attacking the fort."

After the plans for that were made and other matters settled, they all departed for their seats in the dining room. After dinner, 3 says his goodbyes and departs for DoomForests.

Title: Re: The Hastening of Doomforests

Post by: Senshuken on July 18, 2015, 12:07:42 pm

Alright, Dwarf me as Senshuken the 4th. We'll see what sort of Forgotten Beast nabs him in the end.

Title: Re: The Hastening of Doomforests Post by: mate888 on July 18, 2015, 04:29:26 pm

Journal of Mate the 888th, overseer of Doomforests

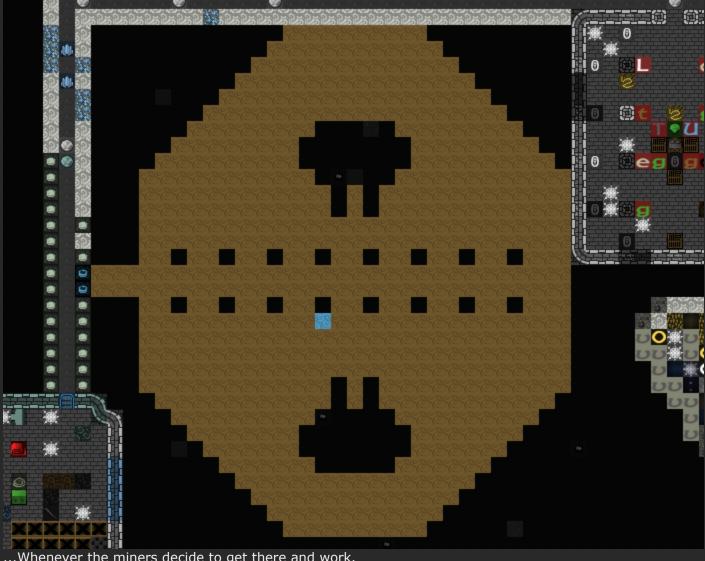
A new dwarf has come to the fort, her name is Senshuken IV, a sworddwarf.

Big family that of Senshuken. Sending all of them here to die...

Actually, that sounds a lot like mine.

I had... A vision...

A temple to Armok, a cathedral, not too big by now, but I envision it larger, stretching up and to the sides of the mountain. Maybe even having little canals through were magma could flow, although that would need piping and crazy stuff I have hard times understanding. Still, I've alredy planned the initial framework of this building, and it'll start to be built right now. Spoiler (click to show/hide)



...Whenever the miners decide to get there and work.

Did I do something wrong?

That, or the miners are pagans.

Well, I'll wait for the miners to work.

And why are those tiles blue instead of brown? Does that have to do with the miners being lazy assholes!?

Title: Re: The Hastening of Doomforests Post by: Taupe on July 18, 2015, 04:35:41 pm

The two huge chunks are not symetrical to the pillar rows, and one of them is 4 away while the other is 2 away. Also the pîllars start 3 away top the left, 4 away to the right...

Chaos.

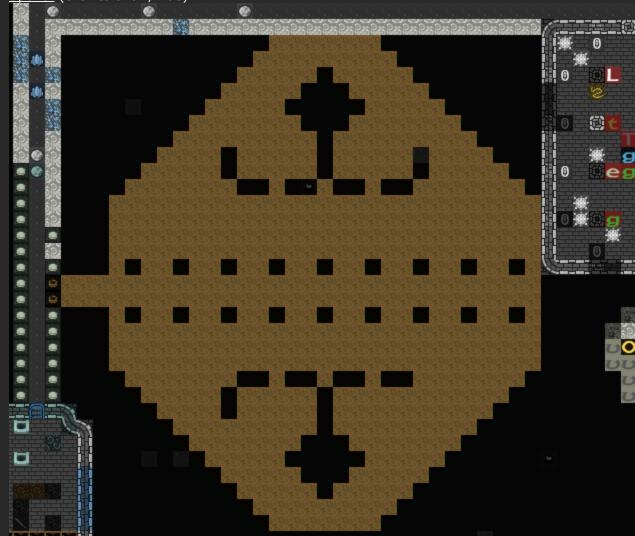
Title: Re: The Hastening of Doomforests Post by: mate888 on July 18, 2015, 06:22:16 pm

Journal of Mate the 888th, overseer of Doomforests

Taupe had a brief moment of lucidity and told me that the temple is, in fact, fuckugly.

I'll cancel all orders of building it and replan it.

Spoiler (click to show/hide)



Now this looks prettier.

Then we'll have to smooth it and... Engrave it... And... Fuck.

Spoiler (click to show/hide)

Beast Ustol Mevusino has come! An enormous three-eyed spider. It has a pair of fan-like antennae and it is slavering. Its ton is leathery. Beware its poisonous bite!

Press Enter to close window EEEEEEEEEEEEEEEEE

Well, atleast it's not a cockroach, and it seems to have no access to our fort anyway, so we'll let him be happy down there.

After lots and lots of arduous work, we finally managed to finish digging the first level of the temple.

I think I like this kind of suffering.

((I fixed the little lack of symmetry on the temple that you see on the pick under the upside-down cross pillar, before you explode.))

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on July 18, 2015, 10:41:26 pm

The Codex of TechnoXan, Master Mecha Engineer

Entry Twelve:

Oh no. Oh no.....by all the heathen gods. He's killing them. He's killing all of them. NO!! *sob* no....

This is the single worst event in my long years of life. That blasted piece of troll snot! He is killing all of my precious Crundles. One of the scout fangs, Drok, he was taken. He was no more than a baby!! This can't go on, my children are dying, I will go to that monsters base of operations. Alone. If this can't be solved with force then I will end it with sacrifice.

I leave Fido in control. He will unleash a tidal wave of Fang tribes and their Alpha cheiftens directly into the fortress if I do not come back in an hour. Either Mate stops this madness, or. Or...

TechnoXan begins to quietly sing to himself an old sect drinking song

- A tumbleweed rolls past. A pack of vultures eats flesh off a dwarven corpse. And a pack of Crundles stands victorious, and so they begin to build new empire from ashes of all others...

All the others.

he strolls into Inquisition territory

OOC: how do you like it? :) I'm trying to make my character act more uniquely. Instead if "oh no, the inquisition... OGRE, BOMB, DEATH...done" just trying to act diffrently. ;) Thoughts on the deeper writing? ;D

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 19, 2015, 12:51:53 am

Sounds insane enough for a Doomforester, I like it! I'll rp later.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on July 19, 2015, 05:44:56 pm

FYI, the giant spider (by virtue of its spideriness) is also webby. It's just not mentioned :P Be told.

Title: Re: The Hastening of Doomforests Post by: mate888 on July 19, 2015, 07:05:37 pm The chief inquisitor is in his office, thinking about expanding Armok's temple upwards, when one of his priests runs in.

-Your Holiness!

-What's the matter, Mothram?

- -The boss of the crundle cult, TechnoXan, is on our territory!
- -What!? GRAB HIM! BRING THAT BASTARD TO ME! I'LL MAKE HIM PAY FOR EVERYTHING HE DID! AND KILL HIS ESCORT TOO!
- -He has no escort, sir.

-What?

- -He's alone. Singing to himself.
- -Then bring me my hammer. I'll go meet him.
- -Yes, sir!

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 20, 2015, 01:42:10 pm

Journal of Mate the 888th, Overseer of Doomforests

Well, given the relative peacefulness of the fortess, I'll just take my time to plan the upper levels of the temple (wich will be shaped like a colosseum), train the soldiers, execute more troglodytes and crundles and try to find a way to effectively kill the vampire.

Ah, I love peace and tranquility... The kind of wich can't be interrupted by--

Spoiler (click to show/hide)

```
The Forgotten Beast kicks The Woodcutter in the head with its left fourth foot and the injured part explodes into gore!
An artery has been opened by the attack!
The Woodcutter is propelled away by the force of the blow!
The Woodcutter slams into an obstacle!
```

OH ARMOK WHY!?

IT CAME FROM THE CAVERNS AND NOBODY NOTICED A GIANT FUCKING SPIDER FROM HELL CLIMBING ALL THOSE LADDERS! IT'S ON THE TUNNEL WE USE TO CAPTURE CRUNDLES! WE HAVE ONE WOORWORKER DOWN AND AN ANIMAL CARETAKER STANDING STILL THERE! CALL IN THE ARMY! OH ARMOK ALMIGHTY WHY ME?! WHY IN MY REIGN!?

THIKUT! IT'S NOT TIME FOR YOUR "OVERWHELMED BY HORROR" SHENANIGANS! RUN!

It... Bit her head so hard it made it explode... Then used its poison to soften her flesh and ate her... I remember Taupe's stories about the giant snail behading dwarves in one hit...

We must not let it reach the fortress.

Spoiler (click to show/hide)

```
The Forgotten Beast strikes at The Swordsdwarf but the shot is blocked!
The Swordsdwarf stabs The Forgotten Beast in the left fourth foot with his *iron short sword*, fracturing the chitin!
A ligament has been torn and a tendon has been torn!
The Forgotten Beast misses The Swordsdwarf!
The Swordsdwarf kicks The Forgotten Beast in the left first leg with his left foot, tearing the fat and bruising the muscle!
The Forgotten Beast misses The Swordsdwarf!
The Forgotten Beast charges at The Swordsdwarf!
The Swordsdwarf jumps away!
The Swordsdwarf slashes The Forgotten Beast in the right second foot with his *iron short sword*, fracturing the chitin!
A ligament has been torn and a tendon has been torn!
The Forgotten Beast misses The Swordsdwarf!
The Swordsdwarf attacks The Forgotten Beast but It jumps away!
The Swordsdwarf is caught up in the web!
The Swordsdwarf falls over.
The Swordsdwarf is caught up in the web!
The Forgotten Beast kicks The Swordsdwarf in the lower body with its left third foot, bruising the muscle and bruising the right kidney through the (-«-bismuth bronze greaves-»-)!
The Swordsdwarf is propelled away by the force of the blow!
The Swordsdwarf's left lower arm skids along the ground and the part splits in gore!
An artery has been opened by the attack!
The Swordsdwarf loses hold of the *iron short sword*.
*The Swordsdwarf gives in to pain.
```

One of our fighters came too early and fought the beast.

He was brave, but in the end he was brutally mangled.

I'll lock the door to the tunnel. It's made of glass, but it may stop the beast enough for the rest of the army to come in or, in the worst case scenario, to evacuate New Doomforests, send the people to Old Doomforests and Asville and seal everything downstairs. Leave the crundleshaggers in their caverns, abandon our rooms, artifacts and gold and flee with our lives.

The door has been locked, our mortally wounded soldier and a peasant were locked with the monster and our soldiers are ordered to station near the door, to either kill the beast or distract it long enough time for the rest of the fort to escape upstairs.

The beast shoots strand after strand of webbing to the terrified peasant, but does not get close to her.

We expect the beast to kill her after playing with her, like a cat would do with a mouse, but the peasant, Vutok, in a fit of insanity bravery, pulls the webs away, and screaming a terrifying war cry, charges at the beast, trying to kill it with her bare hands.

Her bravery can never be bested. Only her results, as she was kicked away and stomped to death.

Thankfully, the spider seems to be unable to break things tougher than a dwarven skull, such as glass.

And so, the soldiers form in one side of the door and the beast in the other, seeing eachother throught the green glass. Waiting for each other's death.

The waiting game has begun.

Title: Re: The Hastening of Doomforests Post by: Taupe on July 20, 2015, 01:53:02 pm

They brought a woodcutter with his head shattered into bits.

-Oh dear...

-We put the smaller parts in this jar, doctor!

-I... I can't heal *that*...

Armok save us all, it's happening again. The doctor ran to his quarters, and locked the door.

```
Title: Re: The Hastening of Doomforests
Post by: mate888 on July 20, 2015, 02:06:19 pm
```

Shit just got real.

And in the beginning of winter holydays, so I have more time to panic and flail as the only thing that protects us from the beast is a glass door and the two soldiers who aren't too lazy to walk up to the gates.

Title: Re: The Hastening of Doomforests
Post by: TechnoXan on July 20, 2015, 04:53:25 pm

The thoughts of Fido, Master Mecha Crundle

Hmm. Friend TechnoXan left to talk with the Inquisition. I worry. Crazy Dwarfs kill anything that doesn't worship their false god of blood. Hmm.

Hmm oh no. Good this not is. It seems a monstrous spider bug is in our caverns. Bad the situation is. Hmm. Patrols evacuated everyone

in the caverns they did. Fourteen Crundles and eight Good Dwarfs, killed they were. I have sealed all entrances to Haven. Haven safe. Safe Friend TechnoXan is not. Hmm. I worry more now. Friend TechnoXan hates spider bugs.

Hmm. I think more of big spider bug. What of the rest of the Dwarf fortress I wonder? They dead? They live? Hmmmmmmm.

OOC: Sorry if the writing is confusing. I had to make him sound like Yoda, I had no choice. :P. I am using him as the Journal/Codex while TechnoXan (the dwarf) is away.

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on July 20, 2015, 05:44:26 pm

I see. I see how it's going to be. You barf up this shitshow and then hand it over to me.

Fine.

You'll get yours, my pretty, just wait and see.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 20, 2015, 06:33:40 pm

Journal of Mate the 888th, Overseer of Doomforests

Spoiler (click to show/hide)



And so it begins... OPEN THE GATES!

Mate the 892nd charges throught the door!

The spider webs him and many others!

It's raising its foot!

No!

NO!

Spoiler (click to show/hide)

The Forgotten Beast kicks The Emergency Heir in the head with its less third foot and the injured part collapses into a lump of gore!

An artery has been opened by the attack!

The Emergency Heir has been knocked unconscious!

The Emergency Heir is propelled away by the force of the blow!

The Forgotten Beast kicks The Hammer Lord in the head with its right third foot and the injured part explodes into gore!

NOOOOOOOOOOOOOOOOOOOOOOOOOOOO

HE'S KILLING EVERYONE! RUN!

This...

This is all my fault...

The beast was unable to break the door. Now I opened it for it.

I... I doomed the fort.

No. This shall not stand! Those brave dwarves won't be sacrificed in vain! While they fight, try to seal that hallway, that floor, I don't know, just SEAL IT! EVACUATE THE LOWER LEVELS, EVERY DWARF IN THE JAILS OR THE LOWER FARMS IS BY HIMSELF NOW!

I order all hallways to be sealed. I don't know if they will be able to lock them all.

ShapedWhispers is dead, the beast was hit quite hard by a marksdwarf using my fallen heir's spear, but the beast is still standing, and there's not enough dwarves to end the beast.

This is the end.

Fellow Doomforesters. I failed you. I let a beast enter this fortress, I let it kill our soldiers and civilians, and I let it destroy our fort. We can only pray and wait until the end now. We will-- Wait, what?

<u>Spoiler</u> (click to show/hide)

```
Ilral Nokimenkos, Marksdwarf has been found dead.
Likot Ninglimul, Farmer has been found dead.
The Forgotten Beast shoots out thick strands of webbing!
The Forgotten Beast shoots out thick strands of webbing!
The Forgotten Beast bites The Siege Engineer in the head and the injured part collapses into a lump of gore!
An artery has been opened by the attack!
The Siege Engineer has been knocked unconscious!
Forgotten beast extract is injected into the The Siege Engineer's dwarf blood!
The Axe Lord hacks The Forgotten Beast in the right fourth foot with his (-bismuth bronze battle axe-), fracturing the chitin!
A ligament has been torn and a tendon has been torn!
The Forgotten Beast falls over.
The Forgotten Beast misses The Axe Lord!
Mosus Duciminod, Siege Engineer has been found dead.
The Forgotten Beast misses The Axe Lord!
The Axe Lord scratches The Forgotten Beast in the right first leg, chipping the chitin and bruising the muscle!
A tendon has been torn!
The Forgotten Beast misses The Axe Lord!
The Clothier punches The Forgotten Beast in the left second leg with his left hand, fracturing the chitin!
The Forgotten Beast misses The Glothier!
The Axe Lord hacks The Forgotten Beast in the right fourth leg with his left hand, chipping the chitin!
The Forgotten Beast misses The Glothier!
The Forgotten Beast misses The Forgotten Beast in the right second foot with his left hand, chipping the chitin!
The Forgotten Beast misses Ihe Glothier!
The Reve Lord hacks The Forgotten Beast in the right second foot with his (-bismuth bronze battle axe-) and the severed part sails off in an arc!
The Forgotten Beast misses The Axe Lord!
The Clothier misses The Forgotten Beast in the cephalothorax with the flat of his (-bismuth bronze battle axe-) and the severed part sails off in an arc!
The Forgotten Beast misses The Axe Lord!
The Clothier misses The Forgotten Beast in the cephalothorax with the flat of his (-bismuth bronze battle axe-), fracturing the chitin!
```

<u>Spoiler</u> (click to show/hide)

```
The Axe Lord kicks The Forgotten Beast in the abdomen with his left foot, tearing the fat and bruising the muscle and bruising the guts!

The Forgotten Beast misses The Axe Lord!

The Clothier punches The Forgotten Beast in the right third leg with his left hand, chipping the chitin!

The Forgotten Beast misses The Axe Lord!

The Axe Lord kicks The Forgotten Beast in the left third foot with his right foot, tearing the fat and bruising the muscle!

The Clothier punches The Forgotten Beast in the left third foot with his left hand, tearing the fat and bruising the muscle!

The Forgotten Beast misses The Axe Lord!

The Forgotten Beast misses The Axe Lord!

The Axe Lord bashes The Forgotten Beast in the right third foot with his (steel crossbow) and the injured part explodes into gore!

The Clothier punches The Forgotten Beast in the left second leg with his left hand, tearing the fat and bruising the muscle!

The Forgotten Beast misses The Axe Lord!

The Clothier punches The Forgotten Beast in the left second leg with his left hand, tearing the fat and bruising the muscle!

The Axe Lord scratches The Forgotten Beast in the abdomen, chipping the chitin and bruising the muscle!

A tendon has been torn!

The Forgotten Beast misses The Axe Lord!

The Clothier attacks The Forgotten Beast but It scrambles away!
```

YES!

Spoiler (click to show/hide)

```
The Forgotten Beast locks The Axe Lord's right hip with The Forgotten Beast's left fourth leg!

The Forgotten Beast's left fourth leg and the right hip collapses!

A ligament in the right hip has been torn and a tendon has been torn!

The Forgotten Beast releases the joint lock of The Forgotten Beast's left fourth leg on The Axe Lord's right upper leg.

The Forgotten Beast releases the grip of The Forgotten Beast's left fourth leg on The Axe Lord's right upper leg.

The Forgotten Beast grabs The Axe Lord by the right lower arm with its left fourth leg!

The Forgotten Beast locks The Axe Lord's right elbow with The Forgotten Beast's left fourth leg!

The Forgotten Beast bends The Axe Lord's right lower arm with The Forgotten Beast's left fourth leg and the right elbow collapses!

A ligament in the right elbow has been torn and a tendon has been torn!

The Forgotten Beast releases the joint lock of The Forgotten Beast's left fourth leg on The Axe Lord's right lower arm.

The Forgotten Beast bites The Axe Lord in the head, bruising the muscle and bruising the skull through the (dog leather hood)!

The Forgotten Beast shakes The Axe Lord around by the head, tearing apart the head's muscle!

An artery in the head has been opened by the attack!
```

Oh no.

Yep. He's dead.

YOU! BYSTANDERS! YES, YOU, SENSHUKEN IV (although you alredy were in the squad, you are just lazy), ETHAN, SKAIA, DRAZOTH, SAKZUL, VUTOK, OLIN AND TUN! GO JUMP OVER THAT BEAST UNTIL IT DIES!

Tun is dead.

Ethan is dead.

Senshuken IV is standing there doing nothing while the real dwarves die.

Drazoth III is dead.

Senshuken is dead.

Skaia is dead. Sakzul is dead.

Olin is dead.

Vutok is dead.

Sakzul is dead.

The entrance to the magma jails and the main fort is sealed. But there was no way to seal the ladder that leads to the underfarm. Taupe, Drokles, another dwarf and a llama are trapped in there. Taupe thought he would be safe if he locked himself inside with his closest friends and a llama, and now he is going to die. He was a good dwarf and--Oh crap.

Taupe, you are the luckiest dwarf in the world.

In contrast, we are the unluckiest dwarves in the world.

The beast doesn't go down but instead it goes up, into the main fort, finding and attacking an architect ((that would be you, Dark One)). I ordered hallways to be sealed, Smuntsu will be abandoned, the farms with Taupe and Drokles and the jails with the vampire, too, but the fort will be saved.

Wait.

As I say that, a mason and a sworddwarf charge at the beast. The mason breaks the beast's legs with a pick while the sworddwarf blocks the attacks.

The mason got killed, but we still have a soldier fighting the beast, wich may be our last hope.

The soldier is dead. There's no hope left.

Wait, what!?

Spoiler (click to show/hide)

```
The Siege Operator stands up.
The Siege Operator scratches The Forgotten Beast in the right second leg, fracturing the chitin!
A tendon has been torn!
The Siege Operator punches The Forgotten Beast in the right third leg with his right hand, tearing the fat!
The Siege Operator punches The Forgotten Beast in the cephalothorax with his left hand, tearing the fat and bruising the muscle!
Nil Kûbuksobìr, Siege Operator: This is my fight too. I will have my
revenge.
```

As the dwarves, hunting giant bats and llamas escape, as the doctor and managers hide and pray, a spider breathes its last, a dwarven peasant rises, covered in blood, and the Doomforesters cheer:

"Nil! Nil! Nil! Nil!"

The beast is dead.

The torment is over.

Doomforests is still standing.

As the dwarves mourn their loved ones, doors are unlocked, heroes are praised and Taupe scavanges the corpses, I look into the sky roof, and shed a tear.

My emergency heir is dead, along with many of my friends. But the fortress is safe. Again narrowly escaping from catastrophe. For we are dwarves, and Nifih, the lizard-demons, the greenskins or whoever is aganist us will have to try harder in order to defeat us. Doomforests will prevail.

Title: Re: The Hastening of Doomforests Post by: Iamblichos on July 20, 2015, 07:36:47 pm

Sanctumcoal sends its love.

Wow. Just wow. Truly an epic Doomforests moment. Well done sir, well done indeed.

Title: Re: The Hastening of Doomforests Post by: Taupe on July 20, 2015, 08:22:25 pm

Quote

It's raising its foot!

No! NO!

Spoiler (click to show/hide)

Chapter 15, in which doomforests is atacked by Chuck Norris.

Ps, found the year synopsis.

Title: Re: The Hastening of Doomforests

Post by: **TechnoXan** on **July 20, 2015, 08:28:08 pm**

Holy crap mate 888! That was AWESOME!! :) Bravo on all of it, writing and playing is great! ;) :D

Oh and could you post the total population and all the important Dwarfs that died please? :)

Title: Re: The Hastening of Doomforests

Post by: Drazoth on July 20, 2015, 11:08:48 pm

Nicely done! Good thing the Real Drazoth 3 was away. Name a migrant in the next wave as Drazoth 3, the real one.

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 21, 2015, 12:09:22 am

Quote from: TechnoXan on July 20, 2015, 08:28:08 pm

Holy crap mate 888! That was AWESOME!! :) Bravo on all of it, writing and playing is great! ;) :D

Oh and could you post the total population and all the important Dwarfs that died please? :)

87 dwarves are still alive, all dead important dwarves were named, but they are ShapedWhispers, SkaiaMechanic II, Senshuken IV, Drazoth III, Dark One, Ethan and my emergency heir, Mate the 892nd.

Quote from: Drazoth on July 20, 2015, 11:08:48 pm

Nicely done! Good thing the Real Drazoth 3 was away. Name a migrant in the next wave as Drazoth 3, the real one.

Yeah, sure, he was a false Drazoth...

We'll see when (IF) more migrants come. Otherwise, I'll just name a random dwarf after you.

Also, guess we will have a Senshuken V in this fort.

Title: Re: The Hastening of Doomforests Post by: **Taupe** on **July 21, 2015, 12:15:44 am**

Also the answer to "wonder which forgotten beast will kill this new senshuken" came pretty quickly.

Title: Re: The Hastening of Doomforests

Post by: Senshuken on July 21, 2015, 05:11:12 am

It's fine. From the sounds of it Senshuken the Fourth was a worthless pile of elf crap in the end.

Hopefully Senshuken the Fifth (Anyone else notice that Senshuken seems to be a popular name?) will be less of a disappointment and do Senshuken the 1st, 2nd and 3rd proud.

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 21, 2015, 11:57:34 am

Quote from: Senshuken on July 21, 2015, 05:11:12 am

It's fine. From the sounds of it Senshuken the Fourth was a worthless pile of elf crap in the end.

Hopefully Senshuken the Fifth (Anyone else notice that Senshuken seems to be a popular name?) will be less of a disappointment and do Senshuken the 1st, 2nd and 3rd proud.

I'll see where should I put you in now. I'm running out of soldiers to name after you.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on July 21, 2015, 02:45:28 pm

Quote from: Senshuken on July 21, 2015, 05:11:12 am

(Anyone else notice that Senshuken seems to be a popular name?)

Beats Urist:)

Title: Re: The Hastening of Doomforests

Post by: **PyroTechno** on **July 23, 2015, 01:44:38 pm**

Was this the fortress where I was dwarfed as a furnace operator or the fortress where I oversaw ridiculous lag for about a month and then quit?

EDIT: Or both?

Yeah, looking at the Player List, I'm listed as having already been on it. That sounds about right. The one where I came off like a total noob even though I've been playing this game for over a year. (To be fair, I haven't done much of the succession game stuff).

I think I'd like to be dwarfed, and maybe give the overseeing thing another shot.

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 23, 2015, 10:26:26 pm

While cleaning up the fort, I noticed it was the 28th of Opal alredy. The last day of the year.

A hell of a way to greet 1065, isn't it?

Also, since I started playing this after 1064 started, because of the parts of the year played by PyroTechno before he retired it, so will I play the next year like Taupe did, or should I just put up the save? (who knows, maybe Iamblichos is a masochist and wants to deal with the reconstruction of the fort's morale by himself).

EDIT: Whoops, my bad, Obsidian is the last month, not Opal.

Still, I don't know if the year 1065 corresponds to me or to Iamblichos.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 23, 2015, 10:42:41 pm

THE THINGS THAT HAUNTED THE FIRST DOOMFORESTERS OF THE DAYS OF OLD HAVE RETURNED TO HAUNT THE FORT AGAIN! Spoiler (click to show/hide)

The Minotaur ûr Smaspestoxâsp Zomus Sor has come! A giant humanoid monster with the head of a bull.

Press Enter to close window

WHYYYYY!?

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 23, 2015, 11:42:25 pm

Just punch it. We are past caring about semi-megabeasts.

...Unless the army is all dead in which case *run*. Speaking of which. Remember like ten seconds before the army died, when someone said "Wow Doomforests' army is in pretty good shape, impressive!". Yeah don't say that. Ever.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 24, 2015, 12:10:40 am

Quote from: Taupe on July 23, 2015, 11:42:25 pm

Just punch it. We are past caring about semi-megabeasts.

...Unless the army is all dead in which case run. Speaking of which. Remember like ten seconds before the army died, when someone said "Wow Doomforests' army is in pretty good shape, impressive!". Yeah don't say that. Ever.

Well, we do still have at least one melee dwarf (a speardwarf) alive, and most of the Marksdwarves.

The thing is, I don't know how effective would bolts be aganist crazed minotaurs, and the speardwarf happens to be Senshuken V... And people called like this don't have the best of luck...

Also, the minotaur is on the very top of the mountain and the army is on the very bottom, and the bridges are all open...

I guess forbidding a couple of doors would be enough, but we'd loose our entrance...

Oh God I forgot about the entrance to the trade depot.

Title: Re: The Hastening of Doomforests

Post by: Senshuken on July 24, 2015, 04:53:57 am

Quote from: mate888 on July 24, 2015, 12:10:40 am

Quote from: Taupe on July 23, 2015, 11:42:25 pm

Just punch it. We are past caring about semi-megabeasts.

...Unless the army is all dead in which case run. Speaking of which. Remember like ten seconds before the army died, when someone said "Wow Doomforests' army is in pretty good shape, impressive!". Yeah don't say that. Ever.

Well, we do still have at least one melee dwarf (a speardwarf) alive, and most of the Marksdwarves.

The thing is, I don't know how effective would bolts be aganist crazed minotaurs, and the speardwarf happens to be Senshuken V... And people called like this don't have the best of luck...
Also, the minotaur is on the very top of the mountain and the army is on the very bottom, and the bridges are all open...

I guess forbidding a couple of doors would be enough, but we'd loose our entrance...

Oh God I forgot about the entrance to the trade depot.

Do it. Senshuken V will either prove himself better the Senshuken the fourth, or die trying.

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **July 24, 2015, 05:11:33 am**

If you are just playing out the remnants of someone else's year, your year comes after that.

If you got a full year of your own, then pass it on :)

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 24, 2015, 01:02:00 pm

Journal of Mate the 888th, Overseer of Doomforests.

Oh shit oh shit oh shit.

Nifih/Lizard Satan seems to hate us a lot.

The doors to the trade depot are forbidden, if the bullman wants to enter, he'll have to do so throught the trade depot entrance. I'll send the army there to stop him. Even if they die, we'll have enough time to seal the ladder...

Atleast I hope so...
He's coming...

He is getting closer...

Brace yourselves, prepare for impact!

FOR ARMOOOOOOOOOOK!

1010

Oh. Yeah... Cage traps... I forgot about those.

Now, what should we do to the minotaur? Sacrificing him to Armok sounds tempting, but we may find some more... Interesting uses to it...

Yeah, let's do the interesting thing.

Why sacrifice a bullman to Armok when you can put him in a maze?

Spoiler (click to show/hide)

Title: Re: The Hastening of Doomforests
Post by: Dark One on July 24, 2015, 01:16:39 pm

It's obvious, but you should make a shaft to safely throw annoying noblescaptives down the labirynth, and watch minotaur make sacrifices for Armok.

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 24, 2015, 01:48:59 pm

Quote from: Dark One on July 24, 2015, 01:16:39 pm

It's obvious, but you should make a shaft to safely throw annoying nobles captives down the labirynth, and watch minotaur make sacrifices for Armok.

In fact if you manage to drop the invaders into the maze from high enough to cripple them but not kill em, we can powerlevel the minotaur into a super wrestler of doom. ...Of Doom-Forests...

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 24, 2015, 02:06:08 pm

I forgot to unpause the game while I was out...

Thankfully the laptop was closed, so the game should have autopaused... Right?

Also, a foolish builder defaced something.

And yes, I was planning in putting a shaft to throw captives into the maze, but I don't know how to dump them without dumping the cage aswell...

Title: Re: The Hastening of Doomforests
Post by: Taupe on July 24, 2015, 03:51:33 pm

Quote from: mate888 on July 24, 2015, 02:06:08 pm

I forgot to unpause the game while I was out...

Thankfully the laptop was closed, so the game should have autopaused... Right?

Also, a foolish builder defaced something.

And yes, I was planning in putting a shaft to throw captives into the maze, but I don't know how to dump them without dumping the cage aswell...

Either build the cage above a hole and activate it, or build the cage in a room made mostly of a retracting bridge. Seal it, let the captive wander after you release them, then activate the bridge when they step over it.

Title: Re: The Hastening of Doomforests

Post by: **TechnoXan** on **July 24, 2015, 04:24:05 pm**

YES A LABARYNTH!!!! Dude, that's genius!

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 24, 2015, 07:37:31 pm

Quote from: TechnoXan on July 24, 2015, 04:24:05 pm

YES A LABARYNTH!!!! Dude, that's genius!

Not really, I'm just plagiarizing the island of Crete.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on July 25, 2015, 09:19:29 am

Actually, you'd be plagiarizing King Minos of Greek mythology, who is what the Minotaur is named after.

Loving the progress so far, Mate. DF has been and will always be a huge source of good stories such as our own.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on July 26, 2015, 01:07:59 pm

Still alive, Mate?

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 26, 2015, 07:34:36 pm

Quote from: Iamblichos on July 26, 2015, 01:07:59 pm

Still alive, Mate?

Yup. Tomorrow is my birthday and I'm on holidays, but I'll finish the year. And since I still have two more weeks for the next year, I feel like I should not worry too much about time.

I'll try to play as much as I can, though.

Title: Re: The Hastening of Doomforests

Post by: mate888 on July 26, 2015, 09:42:05 pm

I really should stop doing this "starting the game and let it play in the background as nothing really happens" thing.

Journal of Mate the 888th, overseer of Doomforests

Spoiler (click to show/hide)

ulban Inodilir, Farmer cancels Sleep: Interrupted by Troglodyte.

I forgot to lock the doors to the cavern that I unlocked for the dwarves to collect draltha bones for the moody dwarf. They're locked now, and the trog is going to be taken care of.

Wait, there are two trogs in the fort, apparently, although a farmer is taking care of the second one better than the army, should I add. Spoiler (click to show/hide)

The Farmer punches The Troglodyte in the right upper arm with his right hand, bruising the muscle!

The Farmer punches The Troglodyte in the head with his left hand, bruising the muscle!

The Troglodyte has been knocked unconscious!

The Farmer punches The Troglodyte in the head with his left hand, bruising the muscle! bruising the muscle! The Farmer punches The Troglodyte in the head with his left hand, bruising the muscle!

Armok almighty, this guy is vicious!

Those poor primitives are being destroyed by a bunch of civilians and Nil, the guy who killed the forgotten beast while the real army pretends to be going here...

I would even feel bad for them, if they weren't trespassers and heathens...

Well, it's done. One of the troglodytes was strangled to death by Kronk while Nil smashed his head in with a shield while the other was beaten to a pulp by a random farmer until a marksdwarf came in and stabbed the trog's head with a spear.

Then Nil decided that he was too tired to walk...

Spoiler (click to show/hide)

The Saviour of the fort collapses and falls to the ground from over-exertion. ×8 of the fort collapses and falls to the ground from x7 **x11** x10 of the fort collapses and falls to the ground from x13 of the fort collapses and falls to the ground from x37 x3

One zillion times.

Title: Re: The Hastening of Doomforests

Post by: FallacyofUrist on July 26, 2015, 11:55:00 pm

Can I be dwarfed?

Name: 42

Occupation: Mechanic(preferably) Gender: (preferably male)

Title: Re: The Hastening of Doomforests

Post by: Dark One on July 29, 2015, 07:53:43 am

It's quiet down here.... Too quiet....

Title: Re: The Hastening of Doomforests

Post by: Drazoth on July 29, 2015, 11:02:42 am

Quote from: Dark One on July 29, 2015, 07:53:43 am

It's quiet down here.... Too quiet....

LOUD NOISES!!!!!!!

That better?

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on July 29, 2015, 01:30:27 pm

I'm back.

Title: Re: The Hastening of Doomforests Post by: Dark One on July 29, 2015, 02:15:05 pm

Quote from: Drazoth on July 29, 2015, 11:02:42 am

Quote from: Dark One on July 29, 2015, 07:53:43 am

It's quiet down here.... Too quiet....

LOUD NOISES!!!!!!!

That better?

Much better.

Spoiler (click to show/hide)

Also, what happens when Mother of the Drazoth Conspiracy gets mad at someone? Something like this?



Title: Re: The Hastening of Doomforests Post by: Drazoth on July 29, 2015, 04:50:25 pm

Quote from: Dark One on July 29, 2015, 02:15:05 pm

Quote from: Drazoth on July 29, 2015, 11:02:42 am

Quote from: Dark One on July 29, 2015, 07:53:43 am It's quiet down here.... Too quiet....

LOUD NOISES!!!!!!!

That better?

Much better.

<u>Spoiler</u> (click to show/hide)
Also, what happens when Mother of the Drazoth Conspiracy gets mad at someone? Something like this?



Not quite...



Much better.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 29, 2015, 05:50:52 pm

Quote from: Dark One on July 29, 2015, 07:53:43 am

It's quiet down here.... Too quiet....

!!GET OUT OF THE TALL GRASS!! *gets mauled to death by a velociraptor*

Don't worry, I'm still playing DF. Thankfully I have 2 more weeks since my year proper hasn't started yet... Right?

Quote from: Drazoth on July 29, 2015, 04:50:25 pm

Not quite...

Spoiler (click to show/hide)

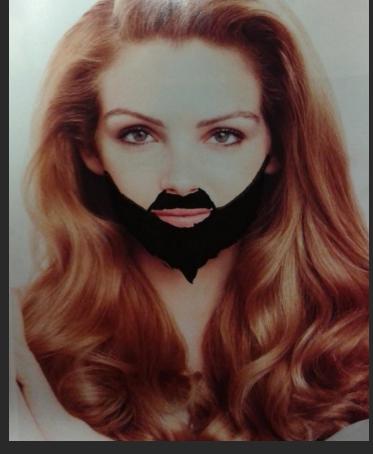


Much better.

But female dwarves don't have beards...
I... Think your mother is not really a mother...

Title: **Re: The Hastening of Doomforests**Post by: **Taupe** on **July 29, 2015, 05:56:24 pm**

Hilariously enough, here's what I'm doing while on break. Strangely on topic. <u>Spoiler</u> (click to show/hide)



Quote

!!GET OUT OF THE TALL GRASS!! *gets mauled to death by a velociraptor*

Don't worry, I'm still playing DF. Thankfully I have 2 more weeks since my year proper hasn't started yet...

I guess? Altho you've been at this for three weeks, so maybe we should call this a successfully completed turn and pass the next year on to someone else...

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 29, 2015, 06:35:41 pm

Meanwhile at the fort:

Urist: Armok almighty! I've found ADAMANTINE! WE ARE RICH! ZULBAN! COME AND SEE THIS! WE ARE RICH! Zulban: *slaps Urist* That's zircon, you idiot.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 29, 2015, 09:08:34 pm

Spoiler (click to show/hide)

A vile force of darkness has arrived!

Press Enter to close window

Another fake siege arrives, a goblin warband passes by, leaving one fat archer behind.

We'll let him camp there, he's not much of a threat to us, and if he tries to get in, he'll be caged and sacrificed.

A dwarf has been locked into the caverns. He's moving to the doors. I hope he gets there before the troglodyte tribe that stumbled into this fort does.

What a nice way to greet the new year.

Spring has come.

Happy 1063 everyone.

Title: Re: The Hastening of Doomforests
Post by: mate888 on July 31, 2015, 11:22:59 pm

Journal of Mate the 888th, Overseer of Doomforests

The losf farmer is starving, and gets herself deeper and deeper into the caverns, in hopes of finding a small animal or a crundle to eat. I think we should just resign her fate and let her starve to death in the caverns. I don't know how to tell her husband, Shortshanks (that'd be you, Iamblichos).

In slightly less depressing news, the first level of the cathedral has been fully smoothed! Now we only have to smooth it and furnish it! Armok almighty, what am I doing with my life!?



Back to the horrible news, we found another dwarf, this time a miner, stuck in the caverns. Luckily we found him closer to the fort, so if he stays there, we'll be able to save him. I'll call a dwarf who calls himself 42 (weird name, ain't it?) to remove the floor that separates the stranded miner from the fortress.

Aaaaand back to the great news, once again confirming the bipolar nature of the gods or wichever force runs this fortress, we have a new inhabitant between us!

Spoiler (click to show/hide)

Reg Eralodkish, Marksdwarf has given birth to a boy.

Now, back to furnishing the temple...

I... Don't know why... But I feel like if time was running slower than it should while I engrave masterpieces in the Cathedral... Maybe it's just me?

Spoiler (click to show/hide)

FPS: 1 (1)

While time runs so ludicrously slow and elk birds revert into wild states, I decide to look at the archives to see how many forgotten beasts have perished in the domains of our fort.

Spoiler (click to show/hide)

```
Others (33)
                                                                                    Dead/Missing (17)
Citizens (88)
                          Pets/Livestock (76)
Ustol Eblowosmul Mevusino, Forgo
                                                                                                                                       Deceased
Ayanu Irulolathe ènaarani, Forgotten Beast
                                                                                                                                       Deceased
                                                                                                                                      Deceased
Em Akonbåx Ezusp Snustrok, Forgotten Beast
                                                                                                                                      Deceased
                                                                                                                                      Deceased
    ccast Sewatquothest, Forgotten Beast
                                                                                                                                      Deceased
Ana Emxasnam Stosbûbozud, Forgotten Beast
                                                                                                                                      Deceased
                                                                                                                                      Deceased
Gilafi Ricoteiti ílime Asithi, Forgotten Beast
Snus Osmoz, Forgotten Beast
Mathe Leneoma, Forgotten Beast
Gothum Telingthining, Forgotten Beast
Erong Gongithrulush Amas Gemesh, Forgotten Beast
Snustrok Sodorbökur Ngospaspunog, Forgotten Beast
Sut Gulshebslismu Setpusluni, Forgotten Beast
                                                                                                                                      Deceased
                                                                                                                                      Deceased
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                                                                                                                                       Deceased
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```

I feel so proud about this place right now.

((OOC: I don't know if my 4 weeks (2 for 1062 and 2 for 1063) or if I still have some time, but I think I'll not be able to finish this year anyway. Please tell me if my time is over and I'll post the save.))

IC: The jails on the lower part of the fort are empty, save for the caged troll and the vampire Ber, who is singing an old dwarven pub song. (https://www.youtube.com/watch?v=R1gF0uhHsqk)

TechnoXan strolls slowly down the stairs into the jails, where he is met by a furios Mate the 888th, guarded by two zealots armed with spears.

-What are you doing here you disgraceful sod?! Come to spill your blood for Armok?

- -No. You monster. I have come to put an end to your senseless killing.
- -Oh and how are you going to do that? We're are your precious Crundles now?!

-I have come to negotia--

-What!? After all you've done to us!? We'd rather die! Even better, we'd rather have you all wiped out!

-No. You stop the killing and loosen your tyrannical stranglehold on Doomforests or, you and this whole fort die!

TechnoXan brings his Magmatica device to bear on his hated enemy.

- -What the fuck is this, Crundleshagger? Am I suppoused to tremble in fear because of that little toy of yours?
- -My army of Crundles and acolytes will swarm the fort from the inside while releasing trained Trolls, Ogres, and Troglodytes around Doomforests. We will lose. But many will die. What's your move, coward?

-I SHOULD KILL YOU NOW, YOU HERETICAL BASTARD!

He stops.

-But... I'd rather not. Armok should decide your destiny.

-How?

-Well... I'll tell my zealots to throw you into the magma. If you live, it will be a proof that he wants you to live, and I'll obey your wishes. If, on the contrary, you instantly melt in the flaming molten stone, it'll be a proof that Armok despises you, and we'll wipe you out. Now, guards, carry this heretic into the magma bridge!

In the exact moment that the soldiers get near to TechnoXan, a noise, similar to that of an explosion, comes from the caverns, shaking the ground. Taking advantage of the confusion, TechnoXan pushes one of the zealots into Mate and runs up the stairs and into the

-YOU BASTARD! COME BACK HERE SO I CAN KILL YOU! YOU--

One of the guards grabs Mate by the shoulder.

-Your Holiness... Maybe you should not act so abruptly.

-WHAT!?

-The army is weak, lacking any proper leaders like your emergency heir was. We should not risk it, otherwise those psychopaths would start killing innocent dwarves. We don't know how many of them are there, we don't even know who they are, we can't fight them and win without heavy losses. And we can't afford loosing any more dwarves. Maybe you should...

-What? Stop making sacrifices to our creator, stop worshipping Armok?

-No, no, nobody said anything about loosing our faith or allowing democracy to exist... But maybe... Stop sacrificing crundles? I mean... They are no worthy sacrifice to the god of blood, we should give him better creatures, like troglodytes, elk birds and toads. All of them are more intelligent and useful than the crundles anyway.

-Yes... Maybe you are right... I'll think about it.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 01, 2015, 06:36:04 am

An' noo tha' creikin' bastard kills me wife? Ah'll nae stan' fer it!

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on August 01, 2015, 10:12:42 am

muahahaha!! ahh man. I'm gonna be killed aren't I? :P

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 01, 2015, 01:34:44 pm

Quote from: TechnoXan on August 01, 2015, 10:12:42 am

muahahahaha!! ahh man. I'm gonna be killed aren't I? :P

Well, you ran away, so unless you get killed by a troglodyte or you accidentally fall into the lava in a tragic accident, or if you get hit by a stray bolt or accidentally stabbed by a spear, you'll probably stay alive.

Title: Re: The Hastening of Doomforests

Post by: **JRHaggs** on **August 07, 2015, 05:29:24 pm**

No work at all. Hardly any yesterday. Fuckin' Armok.

You guys are nuts. Also awesome.

It is terrifying. It is inevitable.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on August 08, 2015, 07:48:42 am

Evidently we need more elven bone marrow.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on August 08, 2015, 08:08:07 am

Quote from: PsychoAngel on August 08, 2015, 07:48:42 am

Evidently we need more elven bone marrow.

It's not dead, it's only hibernating. ;)

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 09, 2015, 12:35:53 am

Yeah... Real life snatched me. I'm not sure I'll be able to finish this year, but I could try. Or should I post the save? I feel like I should do it so that the fort keeps moving.

Title: Re: The Hastening of Doomforests

Post by: Dark One on August 12, 2015, 04:52:41 am

Arise thread! Arise to haunt forums once again!

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 12, 2015, 03:27:31 pm

Yeah... I won't be able to finish this second year, but I finished Pyro's year. That counts, right? Anyways, I'll post the save under this thing.

Journal of Mate the 888th, overseer of Doomforests

Standing on the bridge from where crundles used to be sacrificed on, I look into the caverns beyond.

Tribes of primitive humans, called "troglodytes" by some, roam the caves in search for the unlucky ones that got lost in the caves. The bridge is less walked throught now, since the crundle sacrifices ended because of TechnoXan's threats. A screaming troglodyte is thrown down to the magma. The last offering to Armok for who knows how long. We have to please our God and follow our duty as priests and followers of Armok, but we also have to protect the fort.

The inquisition is weak now. At least weaker than it was before. Many good dwarves died, either fighting the beasts of the caverns or by the crundleshaggers' tricks. I once tought that going from being a simple "crazy zealot cult", one of many on this Armok-forsaken fort, to be the rulers of it was a great step forwards, but it really just drained us. Our priests are wounded and scared, both because of the monsters, and because we are a easier target when ruling this fort. And the most dangerous monster is the one that lays within another dwarf, waiting to maul its own.

I will leave the post as overseer of the fortress tomorrow. The Inquisiton has to regroup and rebuild itself. Now I can only think about the many things I couldn't finish.

So many things I planned.

So many things I did but turned out to be terribly wrong.

I left the purple overseer hat on Shortshanks' bedroom. He's a good dwarf. He'll be able to drive us out of this hole I dug ourselves into. I also left a list where it says some things that he should do.

I just have to... Sleep now.

I must rest...

It was so long since I sleep without fearing that the fort may crumble while I am in bed...

I mean, it still could crumble, but now it wouldn't be my fault.

But well, I just have to sleep now. This is my last day as overseer, I want to enjoy it as any old dwarf would. Drunken in a bed.

((Welp, here's the save. Good luck, Iamblichos. http://dffd.bay12games.com/file.php?id=11055))

In Shortshanks' room lays a paper note next to the purple rutile hat. It reads:

Well, Shortshanks. If you are reading this, then I am dead extremely drunk and probably out enjoying the rain for the first time in nearly two years. Yes. You will be the next overseer of this fortess, and I would like it if you did some of the things.

1-Find the stranded dwarves in the caverns before the troglodytes do.

2-Memoralize the ones that we can't reach in anticipation to their inevitable deaths.

3-Watch out for the troglodytes, they are vicious.

4-Try and rebuild the army. There are some good men left, but not enough.

5-Try to find out what's going on with the crippled macedwarf that refuses to grab his crutch and clothing.

6-If you want to, finish furnishing the temple.

7-Put the minotaur in the labrynth.

8-And most importantly, survive.

9-Oh, who the hell am I kidding. Do whatever you want, it's your fort now. Have !!FUN!!

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 12, 2015, 09:08:37 pm

OK... week is shaping up to be chaotic, but I'll take a look and see what' we've got.

Oh, who am I fooling... I know what we've got :)

EDIT: Yep! Having taken a look, we have random dwarf corpses strewn around, absolutely no organization of any kind, a fort large enough to make Durin look envious, wide open caverns, random dug out spots for no reason, crap strewn everywhere in all directions AND a broken tileset... it's the perfect succession fort.

Gentlemen, this is a proud day. We have achieved Maximum Chaos.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 13, 2015, 08:34:02 am

It looks worse than Murdermachines, and Murdermachines is twice as old as this fort.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **August 13, 2015, 01:12:26 pm**

Quote from: TheFlame52 on August 13, 2015, 08:34:02 am

It looks worse than Murdermachines, and Murdermachines is twice as old as this fort.

Obviously they aren't trying hard enough. Good luck Iamblichos, You'll need it.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **August 13, 2015, 01:19:18 pm**

Quote from: Drazoth on August 13, 2015, 01:12:26 pm

Quote from: TheFlame52 on August 13, 2015, 08:34:02 am

It looks worse than Murdermachines, and Murdermachines is twice as old as this fort.

Obviously they aren't trying hard enough. Good luck Iamblichos, You'll need it.

It's no longer about luck. Tis about having a decent processor.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 13, 2015, 01:52:39 pm

Honestly, that's my major concern. I want to see if my machine is going to be able to do anything with this. I'm at work for a few more hours, but if the gods are with me I will try to get at least a season under my belt tonight.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 13, 2015, 01:59:16 pm

My name is Erush Flaxurn. Everybody calls me Shortshanks. I don't know why; I'm as tall as everyone else. I'm an architect! I design lots of buildings and bridges and pretty things. I like pretty things. Some of my buildings are really neat. At least they are when I draw them... I can't get people to build them. I don't know why.

The other dwarves call me names sometimes, and I don't like that. They say I'm not an architect, because I can't read or write so good. Some dwarves are just not very nice. I am so an architect! I can design bridges and buildings and walls and towers and all kinds of things! I try not to hold a grudge though. My mother taught me grudges were for mean dwarves. People who call other people mean names are the ones who hold grudges. I try to like everybody.

So I was going to tell you a story. Sorry. Sometimes I forget what I was doing, and then I remember, and I do it, but people still yell because they say I was late or didn't finish it or do it right. I think they just yell because they are mad. So many people are always so mad. I don't know why.

You might know my wife Doren. She's so nice! She's always been good to me and our kids. She's a farmer, and she grows things. I love Doren so much, I don't know what I would do if something happened to her. We have three children. They are good kids; they make me proud because they work hard. I am always pleased when someone works hard. It shows they care about what they are doing. A lot of dwarves don't care.

I try to keep my head down. I don't make a fuss. Lots of things have gone on here. Pretty bad things, really. I try not to think about them. I get upset when I think about the bad things, and then I feel sad.

Oh, right, my story. So, it started when the old overseer Mate came running in and told me I was overseer. I didn't believe him. He's a mean dwarf anyway. He used to call me stupid and put things in my beard when I wasn't looking. But look... he gave me the purple hat and everything! Then he told me Doren was lost in the caves. Then he laughed and walked away.

I don't know how to be an overseer. But I do know what this means...

Now they HAVE to build my buildings!

This is going to be fun!

Title: Re: The Hastening of Doomforests Post by: TechnoXan on August 13, 2015, 02:20:36 pm

Aww maaaaan! :'(:'(Now I can't be mean to shortshanks, he reminds me too much of forest gump or that guy from flowers for algernon.:)

Title: Re: The Hastening of Doomforests Post by: mate888 on August 13, 2015, 04:3

Post by: mate888 on August 13, 2015, 04:38:59 pm

Ounte

I love Doren so much, I don't know what I would do if something happened to her.

Hey, now. It was she the one who decided to ignore my orders and walk into the caverns in the first place, I don't even know how she got there, it's literally a place that can't be accessed from anywhere on the fort, even BEFORE I sealed the holes in the walls because of the forgotten beast...

Wait...

Remembers sealing up the underfarm

Oh... Shit.

Wait... Does it mean that she survived underground, alone, in the caves, for several MONTHS!?

Welp, I'm impressed.

Also, did I leave a halfwit in control of my fort?

I knew that naming a successor while sober was not a good idea.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 13, 2015, 05:05:54 pm

OOC: OK. This place is a shithole. And I mean, for realz. Holy mother of little baby Armok.

What is the purpose (assuming there is one) of the huge ring around the magma pipe?

Why is there a huge section of the fort just completely open to the caverns?

Why are there so many stairways and yet so few paths through the fort? Pathing in this place is a disaster wrapped in a shitstorm topped with a sauce made of you-must-be-kidding. It takes forever to get ANYWHERE.

On the bright side, computer is chugging along at 18-24 FPS, so it's technically playable.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 13, 2015, 08:57:19 pm

Quote from: Iamblichos on August 13, 2015, 05:05:54 pm

OOC: OK. This place is a shithole. And I mean, for realz. Holy mother of little baby Armok.

What is the purpose (assuming there is one) of the huge ring around the magma pipe?

Why is there a huge section of the fort just completely open to the caverns?

Why are there so many stairways and yet so few paths through the fort? Pathing in this place is a disaster wrapped in a shitstorm topped with a sauce made of you-must-be-kidding. It takes forever to get ANYWHERE.

On the bright side, computer is chugging along at 18-24 FPS, so it's technically playable.

I'm so happy to see that most of that confusingness is not my fault. Like that ring (that is, in fact, the place from where the Chuck Norris spider entered).

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **August 13, 2015, 09:12:09 pm**

Reading stuff like this, I,m really fucking afraid to know what the place is truly like ten+ turns after i left. I mean, back in the days, we had a sucky design because the fort was young and juggling some "problems". Then it took a turn for the worse because we had more forgotten beasts than dwarves living in the fortress. But at the end of my turn the place seemed half-manageable. then someone made another fortress, and... I don't know. I,m seriously not sure what happened in the eight following turns that nobody could improve on the design but actually made every single part of it worse. Like how is this possible.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on August 13, 2015, 10:39:27 pm

All I did was do some mining, I didn't make any layout changes or alt. routes at all.

I mean, it was pretty bad, but I found it at least semi-manageable. Probably because tho goals of my turn were so basic.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 15, 2015, 07:06:02 am

OOC: In other news, it looks like I finally managed to fix the broken tileset... so if nothing else, at least we can see what the hell is going

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 15, 2015, 08:39:53 am

Oh... so I was telling you the story of when I was overseer! I remember now!

So... Mate the meany threw the hat at me and ran off laughing. He does things like that. So I put the hat on, and I thought, well, now I can get some things built! I told everyone I saw to build a big fort at the entrance, so the goblins would leave us alone! But... I don't know. Things go wrong sometimes I guess.

The first thing I had to do was find out if Doren was really lost in the caves. Mate said so, but he says mean things all the time. Sometimes I don't... well. Mother told me to like everyone, and I really try. Most people are nice.

Doren WAS lost in the caves! And she'd been there for almost a month! I knew she was a soldier, but she was promoted to captain of the guard and nobody had seen her! It was awful! I told them to open a passage and go find her RIGHT NOW. And they did.

So the miner came with his pick and banged on the rocks. It made a LOT of noise. I hoped Doren could hear, and she did! She came running in the hole as soon as it was open! Before she even got inside, though, a Metalcrafter named Stinthul went running past her. Stop! I told him, but he didn't listen. I thought everyone was supposed to listen to the overseer? I was SO MAD. Then we started hearing scary noises... there was some sort of flying snail thing out of the deep caves, and it shot webs and everything! I told them to brick up the hole quick so it couldn't get inside.

Spoiler (click to show/hide)

ne rorgotten beast snew lings and it helches and

The mason who built the wall said he was watching through the cracks, and... well...

Spoiler (click to show/hide)

The Forgotten Beast releases the grip of The Forgotten Beast's right wing on The Metalsmith's nose. The Metalsmith in the head and the injured par-

Bet he wishes he'd listened to me now! The caves are dangerous! But at least Doren is safe. She said Mate had told her I wanted to meet her in the caves, and she believed him, and so she went and waited and waited and when she came back, he had closed up the hole. I don't know why he would do that. I told her there must be some mistake but... I don't know. Some dwarfs are really, really mean. I try not to be mean, but when I hear things like that, sometimes I think mean thoughts.

A few days later everyone was yelling that we were under siege by goblins. I got scared for a minute, then they told me it was by "goblin". There's only one! Goblins are silly sometimes. It's a goblin with a bow camping out by the old troglodyte bone pile.



Then some dwarf got possessed by something! I'm not surprised. There are all kinds of bodies and bones and blood and I don't know what else all over the place. This place is seriously creepy at night. I remember when the overseer was some sort of wanna-be necromancer, and another one that loved crundles, and... well. I try not to think about all that. But that sort of thing is why everyone here is SO UNHAPPY. It seems like every dwarf I pass in the halls is either sad, or upset, or depressed, or I don't know what! I wish Mother was here. I miss her. She would know how to throw a party and get everyone happy again.

I think they are all unhappy because it takes SO LONG to walk anywhere. I never really paid attention before. Wow, we walk a LOT. Everyone is always thirsty or hungry because it takes SO LONG to get to the food and drinks. I'm going to use my architecting and figure out a solution... I expect it will involve wider hallways and lots more stairs.

Oh right... the possessed dwarf. It was the brewer. He claimed a workshop, and ran around for ages collecting all kinds of things. Finally he came out with a marble mug. I acted impressed, but really it wasn't very pretty. Spirits must see things different.

Meanwhile, Mate had been using his big hammer to beat someone else. I thought it was a tantrum, or just because he's mean, but he said it was because the mayor wanted something and poor Ducim didn't make it. Ducim is an animal dissector! What could he make that the mayor would need?

I still think it was just to be mean. Maybe this is what a grudge feels like.

That little kid that's been running around forever named Psycho III finally grew up. I don't know what that name means, but anyway he's a fully grown dwarf. I told him to get a bedroom and everything.

Because of all these spirits, I made the masons make a bunch of slabs and coffins. We put a few ghosts to rest, but they don't seem to want to pick up the bodies. I'm getting fed up with stuff just thrown everywhere. I've told these dwarves to start throwing things away. All these dead bodies and dead animals and used up clothes and junk need to go! I had to pick up my room when I was a child, and these dwarves need to pick up their rooms too! Ha ha ha, I sound like my Mother!

At the end of Spring, one of the Blacksmiths named Tobul went outside for something and wandered into our siege goblin. I don't know why he was even there, but I sent the soldiers out after the goblin. I wish we didn't have to fight.

Title: Re: The Hastening of Doomforests

Post by: Taupe on August 15, 2015, 09:13:28 am

ohgod snustruck is back ohgod ohgod ohgod

Title: Re: The Hastening of Doomforests Post by: Drazoth on August 15, 2015, 11:11:43 am

Quote from: Taupe on August 15, 2015, 09:13:28 am

ohgod snustruck is back ohgod ohgod ohgod

It seems he either had family that have decided to avenge him, or he has reincarnated to take vengeance himself. Either way, this can't be good.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 15, 2015, 12:24:03 pm

Quote

some sort of flying snail thing

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 15, 2015, 06:20:23 pm**

Gentlemen, we may have a problem.

Son of Snustok is in the fort.

I would like to extend my warmest thanks to whoever decided this fort needed to be built open to every fucking cavern in four thousand places.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 15, 2015, 10:46:13 pm

Quote from: Iamblichos on August 15, 2015, 06:20:23 pm

Gentlemen, we may have a problem.

Son of Snustok is in the fort.

I would like to extend my warmest thanks to whoever decided this fort needed to be built open to every fucking cavern in four thousand places.

Yay! Not me again!

Also, seal everything viable to seal.

Don't let Mate die.

Run upstairs.

Seal the Church.

Don't let Mate die.

Seal all the stairways.

Don't let Mate die.

Lock all gates.

DON'T LET MATE DIE.

Title: Re: The Hastening of Doomforests

Post by: **Max**[™] on **August 16, 2015, 02:10:22 am**

Goddammit guys, I just suggested on 4chan that Doomforests was always fun to read and here you are trying to kill it off.

I mean, I am scared of what sort of unholy undead godbothering abomination would arise if Doomforests died, because you *know* it wouldn't stay dead for long.

Doomforests crawling across the landscape asking other forts if they'd like to hear the good news about Yrrargnukotz'byrngrrthok.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 16, 2015, 03:04:20 am

Quote from: Max^{TM} on August 16, 2015, 02:10:22 am

Goddammit guys, I just suggested on 4chan that Doomforests was always fun to read and here you are trying to kill it off.

I mean, I am scared of what sort of unholy undead godbothering abomination would arise if Doomforests died, because you know it wouldn't stay dead for long.

Doomforests crawling across the landscape asking other forts if they'd like to hear the good news about Yrrargnukotz'byrngrrthok.

Wait, we were named in a website other than Bay12?

Woohoo! We are trascendent!

Title: Re: The Hastening of Doomforests

Post by: Max[™] on August 16, 2015, 05:59:53 am

I did, yeah, someone on the 4chan /dfg/ thread asked about good community games going on. I'm like "Oh, I know one, for certain values of good"...

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 16, 2015, 06:06:35 pm

I'm trying my damnedest to get them to wall the thing into the hole it's crawled into but nobody will act on the instructions because they're all too busy jerking off.

This fort really does lust for death. I have never seen a more unhappy, useless collection of wasted dwarven lives.

EDIT: Nevermind. They couldn't be bothered. It's loose in the fort.

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 16, 2015, 06:18:23 pm**

Quote from: mate888 on August 15, 2015, 10:46:13 pm

DON'T LET MATE DIE.

Yeah... as soon as I gave the order to build floors to seal it in, you ran straight into the room where it was wrecking memorial slabs and tried to french kiss it. You are EXTRA dead.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **August 16, 2015, 07:20:38 pm**

Quote from: Iamblichos on August 16, 2015, 06:18:23 pm

Quote from: mate888 on August 15, 2015, 10:46:13 pm

DON'T LET MATE DIE.

Yeah... as soon as I gave the order to build floors to seal it in, you ran straight into the room where it was wrecking memorial slabs and tried to french kiss it. You are EXTRA

So.

How does mass vampirisation work again.

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **August 16, 2015, 07:28:10 pm**

- 1. build spikes at bottom of pit
- 2. fill pit with water
- 3. chuck vampire onto spikes
- 4. build well over vampire
- 5. cease booze production

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **August 16, 2015, 08:05:28 pm**Quote from: TheFlame52 on August 16, 2015, 07:28:10 pm

1. build spikes at bottom of pit

- 2. fill pit with water
- 3. chuck vampire onto spikes
- 4. build well over vampire
- 5. cease booze production

takes note

Title: **Re: The Hastening of Doomforests**Post by: **Max**[™] on **August 16, 2015, 08:17:36 pm**

There's no way this could end badly.

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 16, 2015, 08:20:12 pm**

I got here just as everyone was running around like headless chickens. No idea what the hell is going on. We set out from the Town of Stroking months ago. We were headed for Painturns, but apparently Obok "I Know How To Get Everywhere" got us completely lost. On the 3d of Malachite, two days after the last of the food and booze were consumed, we smelled smoke. After a brief deliberation, made briefer by the complete lack of food, booze and supplies, we headed for it hoping it wasn't goblins. A fort! I gave Obok the benefit of the doubt... right before we got close enough to see that here was a group of dwarves in the middle of something terribly important, viz. shitting their pants in fear. I present, as Exhibit A, the fragmentary record of the last overseer:

"... so they told me they didn't know how it got in but it was in. I was SO MAD. I told them and told them to seal the caverns, but they didn't listen. So I gave the order to head back upstairs and seal ourselves in the old fort. Everyone grumbled, but I got them moving. We might make it! Then I told them they could go back down, but only if they were carrying blocks to seal the snail-thing in the memorial room where it was wrecking the tombs. I felt bad for the dead, but I didn't feel bad enough to want to be one!

All these dwarves ignored the "carrying blocks" part, and started trying to go about their daily lives! I don't understand! There's a horrible monster in the middle of the fort and people are talking about planting food in the basement? And they say I'm stupid! I've had about enough of this. So I demanded we go back upstairs. But then the"... and bloodstains.

First of all, what sort of bloody idiot is scribbling away while his fortmates are dying? Seems I arrived just in time. The conversation went something like this:

"Right," said I, "You lot, stop pissing about. We've a fort to save. Can anyone tell me how many stairs lead down?

crickets

"Anyone?

shifty silence

"Very good! Well done! Well planned. Amazing any of you are left alive, considering what a complete collection of tossers you are. I'm Longshanks, not related to the last dimwit, because I'm tall, see? I'm also wearing the purple hat, which I happened to pick up off the floor from where young Lord Scribbler dropped it when his guts were torn out his arse. Everyone stays upstairs except one; all things below the third deep are completely forbidden to be touched or even thought about, on pain of being snailed to death. The only exception, only mind you, is the lucky bastard what is tasked with bringing me the body of Mate the Snail Kisser! That would be you, Urist... off you go now, while I tag along behind ye."

Following yon fool, I quickly determined that there was only one roundabout path left open to the deep halls, and I revoked my order and got them to seal it up. All in all 57 of us survived; seems that 38 met their end below in the main halls. Considering the stories the survivors tell, seems to be par for the course here. I also mandated a new military, and set them to training. Not sure what sort of pantywaists they were here before, but they won't catch a fort with me in charge sleeping! I also demanded that everyone spend some time outside so as to slow the process of all the stumbling and puking going on when their eyes touch the light o' day.

The rest of Galena and Malachite were spent building a new trade depot, opening new farms, digging larger food storage and building new craft workshops. There was a brief alert when someone saw something moving in the woods, but it turned out to be a tribe of hedgehog people wandering through. Nothing worrisome there.

I'm sure we've got something to trade, and I'm ready for the merchants to come. We need cloth and thread, but more than that we need hope. I'm going to send letters to some people I know and tell them to send as many victims dwarves in need of a better life as they can reach. I can make this a better place. I can, and I will.

- LONGSHANKS

Title: Re: The Hastening of Doomforests
Post by: Taupe on August 16, 2015, 08:40:12 pm

I'm afraid to ask. I'm afraid I know the answer...

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on August 16, 2015, 08:48:28 pm

Quote from: Taupe on August 16, 2015, 08:40:12 pm

I'm afraid to ask. I'm afraid I know the answer...

Fear is a common reaction.

You must face your fear, and embrace it. And when your fear quite literally and physically rips you apart - (who the hell hugs a forgotten beast?) - you will be given a disgusted one-line obituary by the Overseer and your corpse will be promptly and summarily atom-smashed (and no one will memorialize you, ever).

And then someone else will steal your name, and the horrific cycle will repeat once more.

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on August 16, 2015, 08:55:49 pm

OOC: For the sake of the (morbidly) curious, here's all the named dwarves that **survived**:

Frankensteen
Drokles II
Mate 888th
Kronk
Pencil_Art
Sculleywr
PsychoAngel II
Psycho III
42

If your name is not on the list, you didn't make it. So sad, deepest regrets, etc. Your avatar was TOO STUPID to go upstairs and not try to harvest mushrooms, gather socks, groom the forgotten beast's toe hair, or something else equally ignorant. Choose more wisely next time.

That was one of the most frustrating episodes of DF I think I have ever played. In my own forts, I keep strict rules about number and configuration of stairs, access to caves, etc. Here, though, all bets are off. There were(!) at least five separate paths between the surface and the deepest halls and every point in between. Finding and sealing entrance and egress to all of them was a fool's errand and we're very lucky indeed that this new FB is apparently dumber than Shortshanks. In fact, at one point, he was hanging out in the memorial hall and I had forbidden the doors, the fields, the produce, and everything else in the deep farms but SO MANY DWARVES had nothing better to do than go try to get through the locked doors to grab a forbidden mushroom they lured it up into the main food stockpile. I really did seriously consider letting the fort die at that point because, quite frankly, it deserved to. But I didn't. If you turn the previous post into player logic, it shows what I did. We're now up and running on the surface/Old Doomforests, and I'm about to start mining gold again to produce some shinies.

Title: Re: The Hastening of Doomforests
Post by: Taupe on August 16, 2015, 08:58:58 pm

Oh non.

Oh no oh no oh no!

Please, grab the smartest or more creative doctor or clerk you can find, and turn him into TaupeIII, in charge of managing the mess of books left by the mad doctor.

Also, this place is such a fucking deadly maze filled with ghosts and random shit lying around, I think our mascot should be Pac-Man.

That's the name of the minotaur now. <u>Quote from: PyroTechno on August 16, 2015, 08:48:28 pm</u>

Quote from: Taupe on August 16, 2015, 08:40:12 pm
I'm afraid to ask. I'm afraid I know the answer...

Fear is a common reaction.

You must face your fear, and embrace it. And when your fear quite literally and physically rips you apart - (who the hell hugs a forgotten beast?) - you will be given a disgusted one-line obituary by the Overseer and your corpse will be promptly and summarily atom-smashed (and no one will memorialize you, ever).

And then someone else will steal your name, and the horrific cycle will repeat once more.

This is perfect. Someone archive this in the quotes. And give the man a cookie.

Well, I guess now we wait for Son of Supergoat.

Title: Re: The Hastening of Doomforests
Post by: TechnoXan on August 16, 2015, 10:28:16 pm

Can I be re-dwarfed as TechnoXan02, a metalcrafter? I may or may not have a secret gem that has half of my soul in it. Thankfully I found a, volunteer for a body... 8). Yeah I'll RP all that tomorrow. Gotta a lot of catching up to do after my vacation. :D (I have, surprisingly, never died before. Huh. Weird.)

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **August 17, 2015, 05:54:36 am**

WELP good thing I didn't have a dwarf to get killed. Don't worry, I'll provide an explanation when I take my turn.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 17, 2015, 07:18:56 am

Just to confirm, if I'm reading the turn history correctly, I'm finishing out Mate's year now, and then have my year to follow, correct?

Don't want to overstay my welcome, but I wouldn't turn down a chance to get this fort back firmly on its feet before handing it off to the next death-obsessed lunatic kindly overseer.

Title: Re: The Hastening of Doomforests

Post by: **Dark One** on **August 17, 2015, 08:08:28 am**

I think that we should change the thread name after the latest events. My suggestions are:

Doomforests: Longshanks and the snaily menace

or:

Doomforests: Slaves to Snustrok, God of Snails

Quote from: TechnoXan on August 16, 2015, 10:28:16 pm

Can I be re-dwarfed as TechnoXan02, a metalcrafter? I may or may not have a secret gem that has half of my soul in it. Thankfully I found a, volunteer for a body...

And then TechnoXan becomes a cybernetic mega-crundle.

Title: Re: The Hastening of Doomforests

Post by: **Max**[™] on **August 17, 2015, 08:16:08 am**

Doomforests: Centipedes Snails in my vagina Mausoleum? It's more likely than you might think.

Title: Re: The Hastening of Doomforests
Post by: Taupe on August 17, 2015, 08:32:28 am

"Snails 2, Doomforests 0"

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 17, 2015, 08:33:07 am

LOL... it's more than likely, it's assured! Today only, every tomb gets a free giant web-spitting winged snail! But wait, there's more!

Callers within the next 15 minutes receive a caged minotaur named Pac-Man, ABSOLUTELY FREE! (some bloodletting may apply, see flier for details)

Title: Re: The Hastening of Doomforests

Post by: **TechnoXan** on **August 17, 2015, 09:30:52 am**

Quote from: Taupe on August 17, 2015, 08:32:28 am

"Snails 2, Doomforests -9001"

With recent data from our polls on how many are dead (the most common answer is, a lot) it seems we ARE OVER 9000!!!! :P

Title: Re: The Hastening of Doomforests

Post by: Dark One on August 17, 2015, 12:57:47 pm

A summary for 1060 - Iamblichos' turn:

Spoiler: 1060 (click to show/hide)

With the end of Obsidian 1059, Iamblichos picks up the overseer hat. Doomforests have stabilized for a short while, with number of citizens raising. Over the months, overseer works furiously to cleanse the fortress and bring Old Doomforests into manageable state. The vampire lord has lost mayoral elections, and then a vile force of darkness appears, featuring two goblins left by a passing by warband. The fortress of Doomforests becomes a Duchy, with no real duke on the spot. During Iamblichos' reign, number of possessions reached critical numbers, ending with another Artifact Coffin and many more - luring forgotten one out of darkness. The cult war continues. An alliance is formed between Inquisition and MechaTechno. Priests of Armok stand victorious over Dark Disciples, with the latter eliminated from sect playground.

This can be modified, as I'm sure that I could miss a few things from Iamblichos' turn.

Title: Re: The Hastening of Doomforests Post by: Iamblichos on August 17, 2015, 03:48:38 pm

TaupeII is born.

Spoiler (click to show/hide)

Alåth Thabumavuz (Alåth Gulfmines)

Caste: Dwarf Age: 148 Years Old Size: 83,950cm³ Profession: Diagnoser

Noble Position: Chief Medical Dwarf Happiness: Fine (Stress: 444)

Within the last week she felt delight after having a truly decadent drink.

Within the last season she felt disgust after being nauseated by the sun, bliss after sleeping in a very good bedroom, interest seeing a fine bed, bliss dining in a very good dining room, interest seeing a fine table (x4), interest seeing a fine seat (x3), interest seeing a fine door, indignant after being forced to endure the decay of a child, bliss after sleeping in a palatial bedroom and bliss dining in a legendary dining room

Skills:

- [21] Legendary +5 Diagnostician 33.0k xp
- [2] Adequate Wound Dresser 1.6k/1.8k xp (65.7%) Rusty

Highest Moodable Skill: Craftsdwarf

Personality: Would never pass up a chance for a good fistfight. Is very stubborn. Tends to be a little wasteful when working. Has great trouble mastering fear when confronted by danger. Is not inherently proud of their talents and accomplishments. Doesn't tend to hold on to grievances. Is generally quite hopeful about the future. Tends to be a bit stubborn in changing their mind. Tends not to be swayed by emotional appeals. Tends to be passive in discussions. Likes to take it easy. Finds the pursuit of skill mastery off-putting. Finds the idea of fairness foolish. Dreams of raising a family.

Preferences: Likes dingo leather, larch wood, chrysoprase, lead, stoneware, hagfish, buckets, shoes and breastplates. Prefers to consume dwarven beer and mackerel. Hates jumping spiders.

Top 3 Roles:

- 1. Chief Medical (100.00%)
- 2. Wound Dresser (74.50%)
- 3. Potash Maker (61.11%)

A short, sturdy creature fond of drink and industry.

As is TechnoXanII!

Spoiler (click to show/hide)



Caste: Dwarf Age: 90 Years Old Size: 72,700cm³ Profession: Metalcrafter Happiness: Fine (Stress: 0)

Within the last week he felt interest seeing a fine door (x3) and interest seeing a fine table (x3).

Within the last season he felt interest seeing a fine seat (x3), interest seeing a tastefully arranged fine statue (x3), bliss dining in a very good dining room, satisfied at work, bliss after sleeping in a very good bedroom, bliss dining in a legendary dining room, indignant after being forced to endure the decay of their sibling and disgust after being nauseated by the sun

Skills:

- [8] Expert Metal Crafter 7.8k/8.1k xp (76.9%)
- [2] Adequate Engraver 1.2k/1.8k xp (11.4%)

Highest Moodable Skill: Metal Crafter

Personality: Often feels envious of others. Is somewhat quarrelsome. Is quite polite. Takes offered help and gifts without feeling particularly grateful. Thinks they're fairly important in the grand scheme of things. Is generally quite hopeful about the future. Tends to share their own experiences and thoughts with others. Tries to do things correctly each time. Finds helping others emotionally rewarding. Can get caught up in internal deliberations when action is necessary. Tends to make a small mess with their own possessions. Has an active imagination. Does not really value skills related to fighting. Doesn't really value merrymaking. Holds shrewd individuals in the lowest esteem. Dreams of crafting a masterwork someday, and this dream was realized.

Preferences: Likes deer hoof, giant mole leather, plume agate, nickel silver, cinnabar, toy boats, greaves and the color blue. Prefers to consume blackberry wine and flounder. Hates snails.

Top 3 Roles:

- 1. Metalcrafter (82.77%)
- 2. Engraver (74.40%)
- 3. Craftsdwarf (64.61%)

A short, sturdy creature fond of drink and industry.

This concludes our public service announcement. Also, spoiler, there's a serious plot twist for the next update :D

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on August 17, 2015, 03:51:37 pm

What could possibly be twistier than everyone dying?

Another FB shows up and the two kill each other? Some other form of having our enemies kill each other? Beast is slain by some random civilian? Everyone dies but the vampire?

Title: Re: The Hastening of Doomforests
Post by: Taupe on August 17, 2015, 03:52:51 pm

I assume this was a typo, as we are up to the third iteration of Taupes. Nevertheless, she seems like a fair addition to the fort, and will be the perfect secretary for my next overseer.

Quote from: TheFlame52 on August 17, 2015, 03:51:37 pm

What could possibly be twistier than everyone dying?

Another FB shows up and the two kill each other? Some other form of having our enemies kill each other? Beast is slain by some random civilian? Everyone dies but the vampire? well you fucking jinked it now. Hello, son of supergoat.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 17, 2015, 04:19:21 pm

We are sealed off from the caverns. Any threats would have to come overland. And if something else wants to come kill Son of Snustok and die itself, I would probably STILL leave the caverns sealed, because what a shitpile abomination disaster the lower fort is. I can't even begin to fathom how to seal all those holes up :P

EDIT: Nevermind the plot twist, because the game crashed two months into the season. That's about all I have patience for tonight: P The Vampire had gone into a strange mood, but apparently that never happened now. To hell with it.

Title: Re: The Hastening of Doomforests

Post by: **TechnoXan** on **August 17, 2015, 07:23:01 pm**

The Codex of TechnoXan , Master Mecha Engineer

Entry Seven:

Wow. I never expected that. A giant snail, has, uhh. Killed me. I died... Along with half the Fort. I was, uhh, I wassss. Oh yes! I was doing a cavern sweep with a patrol for any feral Crundles or other useful creatures. And, and... Oh yeah! It ate the patrol and bit my head off. Yeah, that's it. Oh! But I am still alive! Um, how is it again? Oh yes, after I drank my serum, my uhhhh. Half of my soul was transported into the Magma Gem. Didn't know that was gonna happen, haha! Oh! But then I took it of my Magmatica Device, aww, I liked that. Anyway. So half of my soul was in the Magma Gem, still connected to me, so when I....Oh! So when I died I was in the Gem, when the other half...lost contact? yeah, it was very red in there. So Zurek and Fido decided to try everything to get me out, while hoping I was in. So, Zurek volunteered. He held the Gem and concentrated....So, I uhhhh. I, -oh- we switched! Zureks in the Gem and I am in Zurek! Its great in here, he is much younger! I feel 50 again!

Oh but I, need to...need to...Need to get the other half of my soul back! That's it! Yeah, Fido says I am forgetful without the other half. Yeah. But then theirs that, thingie....Snail! Its a snail! Yeah. Well Fido is sending out Crundles to go get my body. Although, some of those

Seeing Eye Crundles are being weird. Huh, weird.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 17, 2015, 08:03:35 pm

Overseer's Log, Longshanks - Autumn, 1063

The season started well. The caverns were sealed, the snail-beast was still down there, and we had a bit of a breather. After completing an exhaustive examination, my initial hunch was confirmed - this fortress was designed by crazy dwarves. I already knew about the warren of passages honeycombing the mountain, but the halls made no sense. The more I talked to the ones who had been here a while, the stranger it sounded... necromancers and crundles, cultists and vampires and I don't know what. Something seemed to be drawing werebeasts and monsters to this location, and I suspected that whatever it was produced hallucinations in dwarves. Had to be hallucinations, because I'd never heard such a farrago of rubbish in all my days!

Within the first few days of Autumn, I rounded up the miners and gave them a strong talking-to. If we were going to survive here, we needed some better and more logical facilities. I'm not a shouty dwarf, but they got up my nose, and I told them all what I thought of a fort designed like a jellyfish's unmentionables, with a few choice suggestions besides. After that, they seemed to realize I meant business. Following my directions, they expanded the food storage area, dug some new storage areas for empty pots and barrels, and even dug a coop for all the poultry that had been wandering all over the damn fort, shitting in the floor and whatnot. Once the nest boxes were in, and the birds were laying eggs by the basketful, I ordered the slaughter of every animal that didn't have a name, a pedigree and an important owner.

While all that was going on, I stopped by the kitchens for a wee drink, overseeing being thirsty work and all. All the gossip was of some metalcrafter, something or other Wheelmists, who found a glowing gem lying in the floor. No sooner had he picked it up than he started muttering to himself, eyes flashed purple, and next thing we knew:

'TechnoXan2' Kolsod, Metalcrafter has been possessed!

He was yelling that his name was now TechnoXanII, whatever the hell that means, and demanding all sorts of things like gems. This was a bit of a poser, since we had no gems in the whole fort. Luckily for Mr. Plays-With-Spirits, the caravan showed up at that moment with some gems and cloth for sale! I bought them out of food and steel, trading them anything I could lay hands on, and TechnoXan or whatever his name turned 200,000 Urists worth of gold, diamonds and amethysts into a TOY BOAT.

Spoiler (click to show/hide)

'TechnoXan2' Kolsod, Metalcrafter has created 'TechnoXan2' Kolsod, a gold toy boat!

Spoiler (click to show/hide)

This is a gold toy boat. All craftsdwarfship is of the highest quality. It is encrusted with table cut yellow zircons and encircled with bands of round gabbro cabochons. This object menaces with spikes of gold and pig tail fiber. On the item is an image of ponge men in amethyst. On the item is an image of gone men in amethyst. On the item is an image of ponge men in amethyst. On the item is an image of ponge men in amethyst. On the item is an image of pongen ceilingworld the dwarf and dward and dward and may an including a support of the dwarf and ward an

The liaison didn't have much news, but we were made a duchy. Just goes to show how desperate things are in Stroking that they would advance a shithole like this! I still kick that jackass Obok every time I walk by him. We could have been in Painturns instead of stuck here in this dump.

Spoiler (click to show/hide)

Edëm Ruthoshoslan has become a broker. Okbodfotthor and the surrounding lands have been made a duchy. >`Pencil_Art' Unallolor, mayor has been re-elected.

Once the wagons showed us their asses, I kicked into high gear. We set up new forges, cut down enough trees to make charcoal, and set up some new smelters. Ah, it does me heart good to smell the smoke of burning wood again! At the end of the season, we memorialized or buried the last of the dead. To celebrate, I ordered a memorial well dug in the hospital and forged the whole thing out of gold and silver.

Spoiler (click to show/hide)



Just before winter came, though, the cavern mists drew another monstrosity to loose on us.

Spoiler (click to show/hide)

The Forgotten Beast Ugoshuker has come! A huge eyeless ankylosaurid. It has large mandibles and it squirms and fidgets. Beware its deadly dust!

The winter's task is figuring out how to get it to fight our dear Shedim... seems to me that something webby would trap the dusty one and attack it but get bathed in dust. We might actually be able to use them against each other. Think I'll go have a drink and ponder it.

- LONGSHANKS

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **August 17, 2015, 10:28:09 pm**

God damn, being a part of this thread is like playing FNAF. You have to pay really close attention or a bunch of stuff happens and you die. Now to play catch up on the roleplay.

Journal of Drazoth III: Entry:?

So, I finally get back to DoomForests after the family meeting and wouldn't you know, the whole place has gone to shit. Or at least more to shit than it was when I left. It looks like that imposter I had pose as me got killed while I was gone. Better her than me anyway. At least I won't have to wear a dress, or look after that kid anymore. I'll need to find out what happened to TechnoXan and the Inquisition while I was away.

[OOC] So, would you be so kind as to re-dwarf 3 for me? As a guy this time if you could?

Title: Re: The Hastening of Doomforests

Post by: Taupe on August 17, 2015, 10:37:03 pm

Quote from: Drazoth on August 17, 2015, 10:28:09 pm

God damn, being a part of this thread is like playing FNAF. You have to pay really close attention or a bunch of stuff happens and you die. Now to play catch up on the roleplay.

Indeed, Fuck Not Another Flyingsnail is a very unforgiving and stressful game.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on August 17, 2015, 10:59:37 pm

Quote from: Taupe on August 17, 2015, 10:37:03 pm

Quote from: Drazoth on August 17, 2015, 10:28:09 pm

God damn, being a part of this thread is like playing FNAF. You have to pay really close attention or a bunch of stuff happens and you die.

Now to play catch up on the roleplay.

Indeed, Fuck Not Another Flyingsnail is a very unforgiving and stressful game.

Just hope we don't get four.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 18, 2015, 08:37:34 am

Quote from: Drazoth on August 17, 2015, 10:28:09 pm

[OOC] So, would you be so kind as to re-dwarf 3 for me? As a guy this time if you could?

Sure... any profession you like? Or just any male dwarf?

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on August 18, 2015, 09:22:22 am

Oh, man I really need to follow more closely.

I survived! My son survived!

Tears for the fallen, and good work managing this damn thing. Productivity falls into an abyss any time you want something specific to happen, if you haven't noticed. Which is probably why so many FBs are getting inside and killing dwarves, because no one wants to solve the problem *before* it happens.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on August 18, 2015, 11:23:29 am

Quote from: Taupe on August 17, 2015, 10:37:03 pm

Quote from: Drazoth on August 17, 2015, 10:28:09 pm

God damn, being a part of this thread is like playing FNAF. You have to pay really close attention or a bunch of stuff happens and you die.

Now to play catch up on the roleplay.

Indeed, Fuck Not Another Flyingsnail is a very unforgiving and stressful game.

This had me in tears. Also, did you know you're on the wiki's quote page Taupe? As for 3, any male dwarf will do, although some sort of craftsdwarf would be preferable.

Title: Re: The Hastening of Doomforests Post by: mate888 on August 18, 2015, 12:40:49 pm

Quote from: Iamblichos on August 16, 2015, 08:55:49 pm

OOC: For the sake of the (morbidly) curious, here's all the named dwarves that survived:

Frankensteen Drokles II Mate 888th Kronk Pencil Art Sculleywr PsychoAngel II Psycho III

Wait... I am alive?! I AM ALIVE!? But you just said... You...

Oh, phew. Surely it was my little son the one who ran at the snail and not me. Thank God!

...Wait...

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 18, 2015, 01:14:02 pm

Lower Doomforests, spring 1063

-OH GODS OH GODS OH GODS WHY DID I GIVE THE FORT TO THAT HALFWIT!?

Mate and what was left of the Inquisition ran through the lower parts of the fort, trying to reach the other dwarves as they ran upstairs, at least the ones who did not stay down to pick shrooms and sleep.

-I bet this is all the Crundleshaggers' fault! They told me they would do something like this! I bet they are hiding in the caverns, jerking off to all of this death! Look! In the distance! Is he--

-HOLY MOTHER OF CRUNDLE CHRIST AAAAAAAAARGH!

-Oh, nevermind, he's dead. NOW KEEP RUNNING! AND WHERE IS MY SON!?

-Snail?

-NO SON, THAT'S NOT A GOOD SNAIL, THAT'S A BAD SNAIL, DON'T TOUCH HIM!

-Snail!

-NO YOU LITTLE--

-Sna-- *splat*

-OH FOR FUCK'S SAKE! -Sir?...

-Screw him, he just went and tried to kiss a giant snail.

-But sir, he was your son... -He tried to kiss a giant fucking snail. He deserved to die. Now keep running before the thing--

snail noises

-Oh no.

The Inquisitors kept running, but the snail was too fast.

-Feb...

-Yes, your Holiness?

- -Do you want to go to Heaven?
- -Yes, sir, that's why I joined the Inquisition.
- -THEN GO SACRIFICE YOURSELF FOR THE CAUSE-Said Mate as he pushed Feb into the snail.
- -YOU SON OF A BITCH THIS WASN'T ON THE CONTRACT! AAAAAAAAAARGH!
- -Ignore him, folks, he's with Armok now!

The priests kept running until they reached the stairs, when they got there, onky three and a half Inquisitors were left, being them Mate, Likot, Kulet and Mothram's torso.

- -Well, this was a hard run, and we are only three and a half left, but we survived. And with our enemies dead, we will be able to-Just as he said that, a posessed dwarf ran past them.
- -I AM TECHNOXAN! AND I NEED TO BUILD A TOY BOAT FOR MY CRUNDLES!
- -I hate this place.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on August 18, 2015, 01:21:24 pm

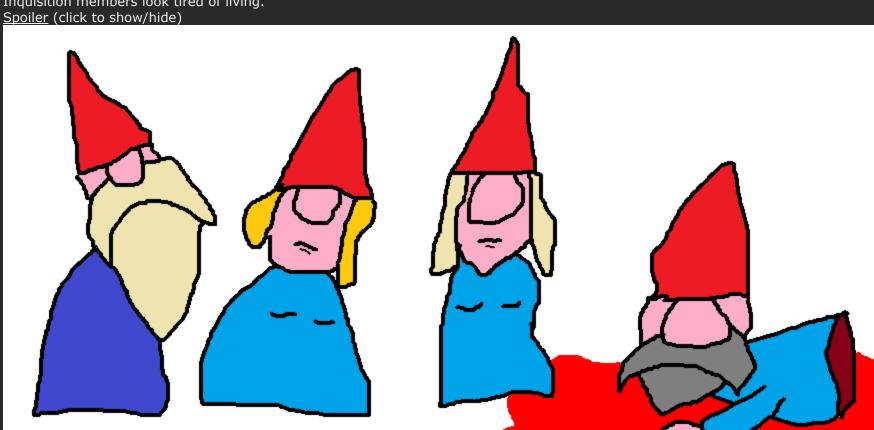
Yeah. "Fuck Not Another Flyingsnail" should be on the quote list. :P

Oh dear, oh dear. Whatever would I do without my work? It keeps me away from the stresses of GIANT SNAILS FLYING into the fortress. I do hope we can do something about it, though.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 18, 2015, 01:37:46 pm

This is a decently-for-paint done engraving by Mate the 888th. On the image there is an image of the remaining Inquisition members. The Inquisition members look tired of living.



Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 18, 2015, 01:41:44 pm**

Quote from: mate888 on August 18, 2015, 01:37:46 pm

This is a decently-for-paint done engraving by Mate the 888th. On the image there is an image of the remaining Inquisition members. The Inquisition members look tired of

Spoller (click to show/hide)

This is awesome-sauce. And yes, it was Mate 892.

BTW, as best I can determine, the snail got in through flying up through the well. This is why we always, always use a water

source that doesn't involve an open hole into a cavern. That way we can put a grate between the storage cistern and the entrance. A floodgate on a diagonal is also a good option to keep unpleasant surprises from coming inside (or building destroyers from being able to break it open).

Title: Re: The Hastening of Doomforests
Post by: Max™ on August 18, 2015, 02:18:08 pm

Doomforests: Did you hear that? It sounded like... snail noises.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on August 18, 2015, 02:31:57 pm

What if Uncle Taupe is an FB? What if Mr. Mate is an FB? *Eyes widen* What if Psycho's an FB...?

And it was at this time that the people of Doomforests became really paranoid.

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on August 18, 2015, 05:44:46 pm

Quote from: Max[™] on August 18, 2015, 02:18:08 pm

Doomforests: Did you hear that? It sounded like... snail noises.

*sliiiiiiiiiiiiiiide*AIIIIEEEEEEEE*sliiiiiiide*AIIIIEEEEE*

Title: Re: The Hastening of Doomforests
Post by: Drazoth on August 18, 2015, 09:43:21 pm

Quote from: Iamblichos on August 18, 2015, 05:44:46 pm

Quote from: Max[™] on August 18, 2015, 02:18:08 pm

Doomforests: Did you hear that? It sounded like... snail noises.

*sliiiiiiiiiiiiiiide*AIIIIEEEEEEEE*sliiiiiiide*AIIIIEEEEE*

To the quote page with this as well.

Journal of Drazoth III:

The good news is that Kronk was able to survive and tell me what happened. The bad news is that TechnaXan is dead, and that Mate the 888th is still alive. Oh well, if he survives till my next reign, for there WILL be a next one, he can be used to test the "Undesirables Disposal Chamber". I've heard somebody got possessed and is claiming to be TechnoXan... Knowing this forts' history with necromancy it doesn't surprise me. He may have even obtained some knowledge of that art from his dealings with the DarkOne.... Oh well, questions for later. Right now I need to try and see if it really is TechnoXan or just some mad fool.

[OOC] So, Would someone be so kind as to add me to the turn list?

Also, it just occured to me. The mad docter was the last of the 7 founders. A moment of silence is in order. I also wonder who now takes his place as the fort's oldest resident. I think it might be our Minister of Agriculture, as he was captured made a part of our little madhouse during my first turn. Could you try to confirm this Iamblichos?

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 19, 2015, 05:27:08 am

The current senior dwarven member of the fort is Frankensteen Rodenbim, who arrived some 11 years ago in Autumn of 1052, during the Limestone migration wave.

Smunstu was captured recruited during the Spring siege, logged in Overseer's notes as the 12th of Granite, 1053.

Frank has him beat by about 6 months :)

EDIT: Ugoshuker was apparently sent by TechnoXan's enemies, because he has made it his business to kill every single crundle in the caves. Serious mad-on for crundles for some reason.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 19, 2015, 08:19:50 am

OK, I just played through winter and then it crashed again right before the new year. I had accomplished wonders, and now I have to do it all again. Guess I need to switch to monthly saves.

I'm really getting tired of how unstable .40 is compared to .34.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on August 19, 2015, 08:32:42 am

use .42

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **August 19, 2015, 09:12:17 am**

Smunstu ran the numbers again. Or rather the surprising lack thereof. For years he had been studying farming and agriculture, concepts alien to most goblins. A year ago he came forth with an agriculture overhaul that would greatly increase food output and crop variety.

Yet sometimes you gotta think outside the box. It was not in elven farming manuals that he found this breakthrough, but from the pile of books ammassed by the doctor over the last years. Gem manuals, occult tomes, diaries and journals, even spellbooks. Weird scriptures had a way of being left under their door. Taupe2 had gathered an unbelievable collection on the dark powers and creatures of this world, tho he feared them and dared not dwell in them.

Goblins were not so scared, for they were oftentimes raised with the notion of demon lords being part of the political landscape. Humans too were in on the surnatural game, and from what he understood many dwarven factions had recently taken to the occult as well. Now leaving all their knowledge fall into those unpravy hands was unwise, Smunstu knew. Yet it was foolish for them to disregard it entirely. Those books were the mad doctor's legacy, and it fell upon him to protect it. But Taupe had also entrusted him with keeping the fort fed, and running agriculture. Somehow those two elements could work together...

As he closed the old dusty millenial journal, he called for his assistant and translator, a girl also named Taupe, which Smunstu assumed

was an unofficial term for doctor.

"Make sure you get my name in line for the rutile hat. Use my connection with the late doctor, my seniority here, and my noble status as minister. Do mention that Im the reason the goblin tribes are sparring this outpost while they raid and pillage the rest of the world. It is time my expertise and wisdom be put to use!!

-Right away minister. You are, after all, the only survivor of the great old calamities. Your knowledge of pre-wipe Doomforests may be whats needed to salvage this fortress!!"

The girl left. He ran the numbers once more. If his plans were a 100% successful, the food and booze needs should all become zero. For just as with goblins, there had been, and still are, dwarves in Doomforests who dont require anything from the ministry of agriculture. He closed Osp's journal, and adressed Phylitte Cabinet.

"Say, how would you like to become vice-overseer?"

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on August 19, 2015, 12:11:27 pm

Winter 1063, in the main hall of Doomforests...

Very good, thank ye all, kind of ye to join me. I have an announcement to make, and I'm sure you're all on the edges of your chairs with anticipation. But before we go on to new business, let's have a moment of congratulations from each of ye to each other, for we have had a tremendous year.

I know, the tragedy of Shedim got the year off to a poor start. Lots of dwarves died, loss of life, loss of riches, loss of food. But hopefully we all learned something from that. It's not enough to simply live well; we have to live strong. I've given ye all a bit of my lip this year on what I think of the job your previous overseers got up to, let alone the cruel jape that Mate played namin' that halfwit as his successor (I see ye over there Mate, and don't think we didn't all know it afore)!

Since I stumbled out o' the woods, I've come to know each of ye. All of ye are different, all have yer own curious ways and customs...

Spoiler (click to show/hide)

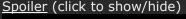
Drokles II' Mozirlikot, Manager cancels Update Stockpile Records: Getting something to drink.

...but each of ye has something to offer to the fort. And as of this year, it finally deserves the name "fort". Let's review a bit, shall we?

In the last 6 months, we have established a proper hospital, with a fine golden well full of sweet water;



We've set up some proper forges and gotten back to dwarven basics, smelting metal, forging steel, and making some proper armor for our military:





We've cleared the trees back from the main gate, established a perimeter, paved most of the courtyard, and put together a space for the military to train proper, with scenic viewin' space above it;

Courtyard:

Spoiler (click to show/hide)



Mezzanine:



And in addition, we got this wonderful cage ye see here in the dining hall, courtesy of some unknown spirit... You folk and yer unholy spirits!

Spoiler (click to show/hide)

FFS: 100 (47)

Isakstagshil, "The Spattered Fins", a maple cage

his is a maple cage. All craftsdwarfship is of the highest quality. It is decorated with ginkgo wood and encircled with bands of round native gold cabochons. This object menaces with spikes of tanzanite, galena and water buffalo one.

In the item is an image of 'Xelius' Mirrormasters the dwarf and Snustrok Deepstandards the Prime Hero is striking tennacing pose. The artwork relates to the mostal wounding of the dwarf 'Xelius' Mirrormasters by the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of the forgotten beast Snustrok Deepstandards the Prime Hero in Doomforests in the late winter of 1854 during The Rampage of Doomforests in the late winter of 1854 during The Rampage of Doomforests in the late winter of 1854 during The Rampage of Doomforests in the late winter of 1854 during The Rampage of Doomforests in the late winter of 1854 during The Rampage of Doomforests in the late winter of 1854 during The Rampage of Doomfores

Funny thing, commemoratin' one giant snail when 'is brother is downstairs. These spirits seem to have a pesky sense of humor, eh?

This doesn't even mention the little things, like finally getting the entrance hall walled and flagged with proper basalt blocks, setting up some gold statues at the entrance commemoratin' great deeds done by those who went before, settin' up a proper refuse pit instead of dumpin' the trash in the courtyard... the list goes on and on. Indeed, it brings a tear to me eye that I've been able to help you on your path to greatness.

But now... the moment you've probably all been wondrin' about. I called ye here tonight to tell ye, I've thought seriously about the succession. I know ye are probably all tired of me, and with good reason... I've pushed ye hard. No idle dwarves around these parts! And so, after long deliberation, I have decided. The next overseer of Doomforests will be....

ME! HAHA! I'm takin' the hat for another full year, because watchin' you lard-assed faintin' violets all huff and puff your way around carrying things like proper dwarves puts a song in my heart and a spring in my step! I don't know what kind of stinkin' hole you were all raised in, but this fortress is going to be a proper fortress, or my name ain't LONGSHANKS! Now drink up, piggies, and back to work ye go!

Thank ye kindly, and good night.

OOC: That concludes the remainder of Mate's year, and begins my proper turn. Let's see what else I can find to get up to :) As a point of interest, the number of idle dwarves for my last four months never went above 3... I really am a slave driver :D

Title: **Re: The Hastening of Doomforests**Post by: **Taupe** on **August 19, 2015, 12:28:40 pm**

Its fun to see the hidden history peeking through the screenshots, little reminders of those emergency tunnels dug during supergoat's visit, or simply of how fucking many narrators I actually burned through in four months. Hi Xelius! We had a great month together! Glad to know your horrible, decapitation-induced death was immortalised for all the fort to see!

Oh the memories!

Great update btw.

Title: Re: The Hastening of Doomforests
Post by: mate888 on August 19, 2015, 02:14:17 pm

I would really like another term, maybe finish an entire year this time.

Although, to be fair, I did more than half of the previous year and a bit of mine, so that counts as a whole, doesn't it?

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on August 19, 2015,

Post by: **Iamblichos** on **August 19, 2015, 04:18:41 pm**

Spring 1064, Mayor's Office

Complain? No, actually... I came for a bit of a chat. Maybe some advice. No complainin', though. Before we start, though, we need to talk about these mandates you keep handin' down. Now Pencil_Art, I know you have an unhealthy fixation with certain... things. We won't dig too deeply into that, right? I've seen the marks on those ballista arrows, and no matter how many mandates you make about them, people are going to be talking. Mind how you go, is all I'm saying.

Do you know what Taupe3 said to me this afternoon? She said it was DULL. DULL!! We built a new trade depot out of platinum bars, we built a statue garden, we finished paving the area around the fort to create a no-grow zone for the damned trees... what's dull about that? Beats gettin' your face gnawed off by some giant gnarly snail!

As if that wasn't enough... Some of the dwarves are whispering about how much better they had it down below. Oh, no need to look so shocked! I have ears, and they even work! I know what gets talked about... I know what names they call me too, but that's well and fine as long as they work. Too much laying about is what made everyone fat and vulnerable to attacks. Even old Frankensteen has shed some fat with all the running around carrying blocks and such.

Oh... the siege operator finished his weapon... he claims he's now a master weaponsmith, and Olnen alone knows we need one.

Spoiler (click to show/hide)

iteb Sanrebzuntir, Siege Operator has created Tinothkutam, a zinc mace!

Spoiler (click to show/hide)

Dwarf Fortress

FPS: 100 <4

Tinothkutam, "The Equal Speaker", a zinc mace

This is a zinc mace. All craftsdwarfship is of the highest quality. On the item is an image of silver monsters in zinc.

What's that? Oh, the vomit. Yes, I know. Never seen anything for puking like these Doomforest dwarves. Most places, even the deepest-down smith up blinking from the bottom of the magma pipe will stop blowing chunder after a few weeks, but not this lot! You'd think they would waste away with the uncounted gallons of spew they trail everywhere. Can't imagine where they keep it all! This lot are worse than cats, leave a trail of sick wherever they go. At least cats don't throw away used clothes for other people to trip over.

Yes, I know. And yes, they do have a point. I know everyone thinks I'm unreasonable, but the truth is, I'm a little wary of this place, especially the deeps. Too much truly strange shit has happened here. Things ain't normal in this place! This business of constantly getting possessed by the spirits of the angry dead demanding artifacts is creepy enough, but all the stories of necromancers and mechanical crundles and such... Faugh! No sane dwarf ever messed with such things.

Well... the rub of it is, yes, we could. I have found a safe-ish way to go back down. I snuck down and scouted a bit... don't look at me like that, I know how to seal a door! Shedim is in the level with the walled up goblin, in the bedrooms outside the big guardpost on the 33rd deep... thing has built a nest for itself in among a pile of corpses and trash. It seemed almost asleep, or dormant, or something as I peeked in... I hauled ass just in case, but I managed to get the hatches which give access to that level sealed. There doesn't seem to be any reason we couldn't reopen the Long Stair and go back down, we could even sink a secondary shaft to get to the farms if we walled the doors in. I just... I don't know. Too many of these overseers just punched holes everywhere... I've never seen such a rat's nest of passages that go nowhere and remnants of failed projects. It's like one of the old dwarf tales about Boatmurdered or Battlefailed.... I feel like Queen Led is going to come around the corner down there, I swear. I worry that if we do that, either Shedim or whatever the thing is down there that makes that awful roaring noise will find a hole and that will be it for the lot of us.

I guess my question to you is... do you think it's worth it?

Well, maybe you're right. I like you, Pencil_Art. You're a good dwarf. Just stay away from the siege workshop, will ye?

OOC: Behold Drazoth, third of that name:

Spoiler (click to show/hide)

'Drazoth3' Koloddom ('Drazoth3' Wheelscloister)

Caste: Dwarf Age: 62 Years Old Size: 59,050cm³ Profession: Spinner Happiness: Fine (Stress: 0)

Within the last season he felt tenderness talking/visiting with their spouse, awe seeing a completely sublime cage, interest seeing a fine seat (x2), interest seeing a fine door (x2), interest seeing a fine trap, satisfied at work, bliss dining in a legendary dining room, bliss after sleeping in a great bedroom, interest seeing a fine table (x2), interest seeing a completely sublime statue, interest seeing their own fine bed, interest seeing their own fine cabinet and bliss after sleeping in a very good bedroom

Skills:

- [2] Adequate Spinner 1.5k/1.8k xp (57.1%) Rusty
- [1] Novice Furnace Operator 810/1.1k xp (51.7%)

Highest Moodable Skill: Craftsdwarf

Personality: Is rarely happy or enthusiastic. Is quick to anger (More likely to throw tantrums and go berserk.). Has a calm demeanor. Occasionally overindulges. Is brave in the face of imminent danger. Tends to hang on to grievances. Can occasionally lose focus on the matter at hand. Can sometimes act without deliberation. Likes a little excitement now and then. Has an active imagination. Sees perseverance in the face of adversity as bull-headed and foolish. Values independence. Dislikes cooperation. Dreams of mastering a skill.

Preferences: Likes guineafowl leather, green glass, harlequin opal, sterling silver, lignite, giant green tree frogs, bracelets, hatch covers and the color cerulean. Prefers to consume whip wine and bat ray. Hates rats.

Top 3 Roles:

- 1. Spinner (75.54%)
- 2. Furnace Operator (74.12%)
- 3. Craftsdwarf (63.53%)

A short, sturdy creature fond of drink and industry.

Title: Re: The Hastening of Doomforests
Post by: mate888 on August 19, 2015, 05:10:30 pm

Wait... You mean Pencil_Art was not making phallus-like bolts to repel invaders?
Well... I guess it makes more sense. Although if I was a goblin and I saw a dwarven ballista shooting ginormous wooden dildos at me, I would run the hell away from that fortress.

Title: Re: The Hastening of Doomforests
Post by: Taupe on August 19, 2015, 07:28:41 pm

Quote from: mate888 on August 19, 2015, 05:10:30 pm

Wait... You mean Pencil_Art was not making phallus-like bolts to repel invaders?

Well... I guess it makes more sense. Although if I was a goblin and I saw a dwarven ballista shooting ginormous wooden dildos at me, I would run the hell away from that fortress.

Well they sort of already are, honestly...

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on August 20, 2015, 09:13:41 am

Yes and Pencil_Art is freakin' OBSESSED. Make more, don't sell them, don't sell them, don't even think about selling them, and make more. More ballista arrows. More more more.

Title: Re: The Hastening of Doomforests
Post by: Max™ on August 20, 2015, 10:31:18 am

Quote from: Taupe on August 19, 2015, 07:28:41 pm

Quote from: mate888 on August 19, 2015, 05:10:30 pm

Wait... You mean Pencil_Art was not making phallus-like bolts to repel invaders?

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Well... I guess it makes more sense. Although if I was a goblin and I saw a dwarven ballista shooting ginormous wooden dildos at me, I would run the hell away from that fortress.

Well they sort of already are, honestly...

If you knew what went on in there, would you be trying to break down the doors and get in?

What about the shit you might let get out in the process?

'Oi, Bosa, get over here and bash your trollhead against this door. Sounds like they might have some snails in there.' "Me likem escargot."

'So do I, now start bashing!'

shortly afterwards

'OH GOD I'M BEING EATEN BY A SNAIL, WHAT AN UNEXPECTED AND SORT OF IRONIC TWIST!'

Title: Re: The Hastening of Doomforests
Post by: PyroTechno on August 20, 2015, 10:53:33 am

Quote from: Iamblichos on August 20, 2015, 09:13:41 am

Yes and Pencil_Art is freakin' OBSESSED. Make more, don't sell them, don't sell them, don't even think about selling them, and make more. More ballista arrows. More more. more.

Clearly, the answer is simple.

- 1. Make ballistas ballistae? .
- 2. Point at giant snail.

3. ???

4. Profit!

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 20, 2015, 12:20:38 pm

OOC: LOL... it would web the ballista from the other end of the map. This thing has an INSANE range on webbing. That's one of the reasons I'm so afraid of opening anything below the 3d deep again. If it can see you, it's got you. Not to mention, all the hallways were apparently designed to look like epileptic snakes; nothing goes directly anywhere.

OK. I have a question. If my last turn on this game was 1060, how is it that there were so many overseers in the interim, but yet I come back for the end of Mate's turn which was 1063? Did we lose a big chunk of time in there, or what? I'm so confused. :o

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **August 20, 2015, 01:08:05 pm**

Quote from: Iamblichos on August 20, 2015, 12:20:38 pm

OOC: LOL... it would web the ballista from the other end of the map. This thing has an INSANE range on webbing. That's one of the reasons I'm so afraid of opening anything below the 3d deep again. If it can see you, it's got you. Not to mention, all the hallways were apparently designed to look like epileptic snakes; nothing goes directly anywhere.

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The calendar was built by the architect.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 20, 2015, 02:51:34 pm

Quote

OH GOD I'M BEING EATEN BY A SNAIL, WHAT AN UNEXPECTED AND SORT OF IRONIC TWIST!

I'll sig that.

Also, that phrase is now on the quote page on the wiki.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on August 20, 2015, 03:03:37 pm

Quote from: Iamblichos on August 20, 2015, 12:20:38 pm

OOC: LOL... it would web the ballista from the other end of the map. This thing has an INSANE range on webbing. That's one of the reasons I'm so afraid of opening anything below the 3d deep again. If it can see you, it's got you. Not to mention, all the hallways were apparently designed to look like epileptic snakes; nothing goes directly anywhere.

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Well, I for one only oversaw for one in-game month. I believe other people have complained of similar problems (extreme lag, the inability to get anything done, etc.)

Title: Re: The Hastening of Doomforests

Post by: Taupe on August 20, 2015, 03:17:20 pm

Quote from: PyroTechno on August 20, 2015, 03:03:37 pm

Well, I for one only oversaw for one in-game month. I believe other people have complained of similar problems (extreme lag, the inability to get anything done, etc.)

it's only slow when the dwarves arent dying. We just need to optimize traffic, shit lying around, and the logistics of the fort as a whole to improve the fps, instead of, well, adding more forts.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on August 20, 2015, 05:03:13 pm

to improve fps easily, do two things: first, ingame, set al the hallways to high trafiic, other rooms low and dead-end/empty ones restricted

secondly, open of taskmanager ()Ctrl+Alt+Delete) right click on process tab and righ tclick DWarfFoprtress.exe and there will be priority option change it to above normal.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 20, 2015, 05:20:36 pm

Well, most of the FPS drop is due to pathing issues - this is why I keep hammering on the point that this is a tangled web of hallways. The more potential routes to get from A to B, the longer it takes the processor to grind through the options on its single thread.

Moving us to the upper fort and sealing the doors behind us took us from a standard FPS of 18 to one of 24-26. Yet another reason I'm hesitant to return below. If I do end up going below, I'm going to devote a lot of time to tracking and sealing a lot of the unnecessary passages. If you find something forbidden, walled in or otherwise made inaccessible, this is why. Open at your own risk:)

Title: Re: The Hastening of Doomforests

Post by: **Gwolfski** on **August 20, 2015, 05:24:45 pm**

try my second suggestion

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 20, 2015, 05:31:31 pm

I use LNP, so I already have it set to HIGH priority :)

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 20, 2015, 08:09:59 pm**

The beast is safely entrapped. We walk the halls of our fathers once again.

Title: Re: The Hastening of Doomforests

Post by: Taupe on August 20, 2015, 08:20:06 pm

Quote from: Iamblichos on August 20, 2015, 08:09:59 pm

The beast is safely entrapped. We walk the halls of our fathers once again.

I'm pretty sure Mate has the most prolific line of succession, and his current number of heirs and children, INCLUDING adopted random dwarves, is zero.

We are definitely not descended from the people who died horribly twice here.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 20, 2015, 08:48:39 pm

Quote from: Taupe on August 20, 2015, 08:20:06 pm

Quote from: Iamblichos on August 20, 2015, 08:09:59 pm

The beast is safely entrapped. We walk the halls of our fathers once again.

I'm pretty sure Mate has the most prolific line of succession, and his current number of heirs and children, INCLUDING adopted random dwarves, is zero.

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You are right, I really need a Mate the 893rd, so that the bloodline of the original(ish, early post-Taupe) Doomforesters continues.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on August 20, 2015, 08:51:24 pm

Quote from: mate888 on August 20, 2015, 08:48:39 pm

Quote from: Taupe on August 20, 2015, 08:20:06 pm

Quote from: Iamblichos on August 20, 2015, 08:09:59 pm

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You are right, I really need a Mate the 893rd, so that the bloodline of the original(ish, early post-Taupe) Doomforesters continues.

You want MORE blood? The cleaners already have a hard enough job as it is...

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 21, 2015, 04:48:48 am**

Quote from: Taupe on August 20, 2015, 08:20:06 pm

We are definitely not descended from the people who died horribly twice here.

And another good quote dies screaming at the hands of pedantic literalism. LOL

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on August 21, 2015, 05:17:10 am

Quote from: Iamblichos on August 20, 2015, 05:31:31 pm

I use LNP, so I already have it set to HIGH priority:)

set it to real-time pls note i am not responsible for anything that could happen;)

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 21, 2015, 07:38:58 am

Interlude, Overseer's Post

No, no, NO, ye idjits! I said dump the troll corpses in the magma, not into the new hallway! Do ye think at all? At least try and make yer minds function... and pull up the rest of those bloody useless one tile bridges as ye go! And tell the miners to get to bloody work! Ach, naught but trouble every damn day of me life.

Frankensteen, come here. No, ye're not in trouble, sir... we have a bit of a situation. Due to the necessities of war and such, bein' as we've walled Shedim into a tiny segment of the fort, it seems we've deprived you of some of your things. Now, as dwarves, this is unacceptable, and I'm here to make it right.

I know, I know, it's a hard blow. Did ye lose anything of yer family? Well, that's a blessing. Just think, though, man, the thing is nestin' its filthy bulk in yer old room! Even if we kill it, do ye really think there's anything left worth touching, let alone using? Yer bed is probably flinders by now, yer old clothes are rags, and the bodies of those who fell... alright, stop cryin', fer Olnen's sake, maybe I was layin' it on too thick.

Here, take this. In yer hand you have an authorization to recoup all losses of portable goods, furniture and other items from our stores, including the stores down here. My advice to you, take the finest masterworks ye can find. Nae dwarf should lose their things, and not only that, but yer room was the very one used to trap the beast, and in my mind, that makes you a war hero of the fort.

Oh, and here, this is fer you as well. It's the deed to one of the fine engraved rooms on the first level. Yes, you and the wife are right across from the Manager's offices and the Captain O' the Guard... movin' up in the world, aren't we? No, lad, 'twas the least I could do Besides, you've lived in this bloody place longer than anyone... you deserve a reward for that, if nothin' else. I admire a dwarf who knows how to keep himself alive.

Now, as fer the rest of ye, put those raggedy old clothes down and haul some blocks! I told ye, build first... ye stupid gits! What type of...

{OOC} Adding an addendum to my original to prevent doubleposting.

We were elevated to a duchy... again. This is like the third or fourth time we were elevated. Psycho noted it, Mate noted it, others... I wonder if this save is bugged, because I noted in my turn in 1060 we were elevated, and each successive overseer has said that the outpost liaison elevated them to a duchy. Does it have to re-elevate every time a duke/duchess dies and the succession passes? And where the hell do these other dwarves live? Inquiring minds want to know... need to do some Legends mode snooping, it seems.

SECOND EDIT: So, after some raw-mining, it seems we are still listed by the game as a "barony", since it seems the baron needs to be in-residence to be ennobled. Our current 'ruler' is a gentledwarf by the name of Onget Lettercomets, a metalcrafter and member of the Tight Diamond, living in the hillock settlement of Earthenblots. Not a terribly prestigious ruler... but this place is a dump :)

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 21, 2015, 02:25:34 pm

Summer, 1064 - Longshanks

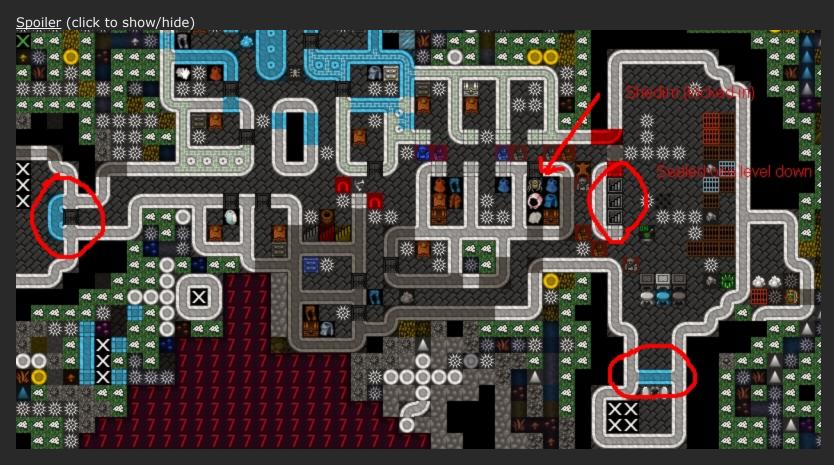
The summer started off with a bit of excitement...

Spoiler (click to show/hide)

A vile force of darkness has arrived!

A force of 20 or so goblins and 10 troll auxiliaries came pourin' out o' the woods to the west. I thought 'Right, we're for it - guess now we see how this new defensive array works!' Strange how it played out, though. They stood there for a bit, millin' about aimlessly, and then three old goblins came out of the back of the group. They put down some sort of flowers and a couple pieces of meat... gods alone know what it was. They all yelled "Smunstu!" and waited for a bit, then did it again. After a third repetition, the old goblins turned around and the whole circus decamped to the west, leavin' nothin' behind but a pile of flowers and rotten meat to indicate they were there at all. Taupe3 claims this is a bad sign, but I don't know what she would know about it.

We have finally opened the path back to the lower halls, and my plan worked beautifully if I do say so myself. Shedim was makin' his lair on the 33d deep, outside the cages and the old guardpost. Evil bugger had occupied Frankensteen's rooms, but I took care o' that.



I built walls sealin' it in, and sealed the stairs from below with cinnabar blocks - red for danger. We managed to lock the door while it was.. asleep? dormant?... but that creature could break the door if it has half a mind to. Better it be behind solid stone than take stupid risks.

As I had feared, lookin' at what was goin' on upstairs, these halls were built by a madman or someone who had a deep fixation with snakes and jellyfish. Hallways meander all over, goin' nowhere, leadin' to nothin', stairs randomly go up and down, and there are long roundabouts just to get to the other side of the magma pipe. I dropped a 3x3 stair through the entry hall on the 32d deep, all the way down to the prisons and kitchens. Now dwarves don't have to walk for an hour just to get to their meat. We also buried half the fort who had been abandoned to rot down here. Our dead aren't avenged yet, but at least they're properly buried. All except for the ones being nested upon by yon snail, filthy bugger that it is.

The humans came, as they do, and we traded for cloth, leather and food. Nothin' too exciting there. Another useless artifact as a result of another bloody possession:

Spoiler (click to show/hide)

Sodel Vucarokun, Farmer has created Amidunal, a citron wood earring!

Spoiler (click to show/hide)

This is a citron wood earring. All craftsdwarfship is of the highest quality. It is encrusted with rectangular marble cabochons, studded with iron and encircled with bands of ponegranate wood. This object is adorned with hanging rings of citron wood, rambutan wood and marble and menaces with spikes of cotton plant fiber, kenaf plant fiber and chrysoprase. On the item is an image of hares in smoky quartz.

M' biggest worry is gettin' dwarves to do any real work. Now, with these miles o' tunnel available, everyone spends all day wanderin' the halls carryin' some useless bit o' garbage instead of actually doing any work. The hauling is becoming a real problem. If I get the chance, I'll set up two populations, one for the deep parts and one for the top, but who has time with all there is to do?

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 22, 2015, 11:23:04 am**

I just won Doomforests.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on August 22, 2015, 12:13:35 pm

Quote from: Iamblichos on August 22, 2015, 11:23:04 am

I just won Doomforests.

elaborate pls

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 22, 2015, 12:27:54 pm

Overseer's Log, Autumn 1064 - Main Feast Hall of Doomforests

Well, and d'ye believe me NOW?

cheering

Aye lads, drink up, ye've all made me proud, and I don't say that often! 'Twas an impossible task, a task only dwarves could do, and we did it! Let's talk about the season we had...

Lots of time spent on cleanin'. Olnen's books an' scrolls, this place was a mess. We had problem after problem durin' our little 'project', didn't we? Crundles and giant bats and everything else under Armok's Blood Moon rollin' through the fort like runaway minecarts. The militia proved their worth time and time again, so here's a toast to the brave men and women o' the Constructive Cusps! You're all a tribute to the race!

First we had another visitation from the Smunstu-yellers:

```
A vile force of darkness has arrived!
A vile force of darkness has arrived!
>Siege was broken.
```

Weirdest gobbos I've ever seen... usually the greenies run for the door, but these just show up, yell some incomprehensible jabber from the woods, and run off again. Makes no sense t'me.

Then the liaison showed up with no caravan. I've heard tell that sometimes somethin' will go amiss and the liaison won't make it in time, but never in all me years have I heard of the caravan goin' missin'. I sent the scouts out to see if there was an accident, but no sign of a broken wagon.

But ye know... ye all know... that wasn't all.

The business of Shedim was gnawin' at me vitals. It was wrong that we just seal the thing up and ignore it. Safe... but wrong. We are dwarves, not kobolds. We don't run. We fight! But as me friends in the Cusps will tell you, we fight dirty if we can, ain't that right, boys? Ha! So I pulls out my maps and some parchment and graphite and I goes to work. Now, I've been workin' as a mason here, but if my fort-buildin' above didn't convince ye, I've a history as an engineer. A real one, not like yon dimwit, so stop yer sniggerin', Mate. Seems like gettin' us all almost killed should be enough of a jape for ye...!

Bein' as Shedim was lairin' in the room of me dear friend Frankensteen, he was only three levels above the magma pipe that has given us such good service... why not ask it to serve again? We'd tons of sand above, tons of heat below, and a giant snail that needed a hot bath. So we started digging. After just a wee bit of effort and struggle, we had two fine serviceable green glass pumps. The lava was set to launch. There was only one task remainin', and I'd like to salute the dwarf that did it.

Kronk, stand up and take a bow, sir. This dwarf crept into the very belly of the beast itself, snuck past the wall of the room where the dread fiend was layin' in wait, and built walls to contain the magma. How he built walls with masonry blocks quietly, I'll never know, but Kronk, I take off me hood to ya. Well done, and better than I could have done meself. One last wall next to the pumps, and we were ready to give ol' Sheddy his autumn surprise.

The gods hate a plan, though, and they hate a dwarven plan worst of all. Seems like everything that could happen did happen the day we were goin' to turn on the pumps!

```
The Minotaur âtast Rimtarenkos Uthirsosmil has come! A giant humanoid monster with the head of a bull.
'Pencil_Art' Unallolor, mayor has a new demand.
→Libash Semoravuz, Weaponsmith has been possessed!
```

Within minutes of each other, a minotaur, another possession, and ol' Pencil_Art comes out with the desire o' her poor little life! I'll get it to ye soon, darlin', but next time could ye wait a bit? The middle of a crisis and the culmination of a months-long plan ain't the time to be needin' attention, is all I'm sayin'.

The new militia proved its worth... racin' to the scene, Kosoth stuck his sword in the beast's head, and Sakzul stuck his spear clean through it, from one ear to the other. Two strikes, and the minotaur was no more. Studyin' his markings and gear, our resident loremaster Taupe3 determined that this beast was Atast Castletaken the Searing Louse, who has haunted these parts for over 100 years! This was the same beast that killed Zon Glazedied in Burialiron and a host of others in his murderous rampages through the world. I will send word back to the Town of Stroking that his days of terror are now over. Sakzul, you and Kosoth will split any bounty there was on the beast, and well struck to the both of ye.

Once the minotaur was dispatched, we returned to the problem at hand. I went to the pump, I leaned over the top, and I pronounced the curse of all dwarves on the beast within. And then I gave the order.

"TURN!"

The pumps rattled to life, and the cleansing love of Armok began to flow into the recently defiled halls.



It took a bit, but the tireless dwarves a-treadin' the pumps felt their vengeance near at hand. First the magma crabs escaped, exactly as I planned... and they lured the beast into breakin' open the basalt door. 'Twas a warm welcome to Shedim, and no more than he deserved.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

```
The Forgotten Beast jumps away from The flying magma!
The Forgotten Beast shoots out thick strands of webbing!
The Forgotten Beast grabs The Magma Crab by the left wing with its right wing!
The flying magma strikes The Forgotten Beast in the body!
The Forgotten Beast is caught in a pool of magma!
The Forgotten Beast bites The Magma Crab in the body and the injured part collapses!
The Forgotten Beast is caught in a pool of magma!
The Forgotten Beast is caught in a pool of magma!
The Forgotten Beast is caught in a pool of magma!
The Forgotten Beast falls over.
```

Good riddance to ye, and may ye burn forever in Armok's hell for the damages you caused. Shedim Demonwebbed the Sinful Hole we named ye, and that name we cast now into the darkness where it belongs. May no dwarf speak it again. *spit*

Even the spirits must have been impressed, for they left us a lovely offering:

Spoiler (click to show/hide)

Libash Semoravuz, Weaponsmith has created Osalilid, a electrum war hammer!

Spoiler (click to show/hide)

This is a electrum war hammer. All craftsdwarfship is of the highest quality. It is decorated with turkey leather, jute plant fiber and grizzly bear bone and encircled with bands of cave spider silk and round cobaltite cabochons. On the item is an inage of Zulban Pillarbold the dwarf in electrum. Zulban Pillarbold is laboring. The artwork relates to the settling of the dwarf Zulban Pillarbold in Doonforests in the late spring of 1056. On the item is an inage of Doren Ceilinguorld the dwarf and dwarves in pink tournaline. Doren Ceilinguorld is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Doren Ceilinguorld to the position of queen of the dwarf and the dwarf Doren Ceilinguorld to the position of queen of the dwarf and the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of queen of the dwarf Doren Ceilinguorld to the position of the dwarf Dor

A pity the techniques of its makin' weren't known, but still a lovely thing. And so we come at last to this, the first of Winter celebration. Tomorrow we need to drain the magma and prepare for the future, but all ye dwarves, join me now in toastin' the past, and the vengeance of those who fell!

HURRAH!

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on August 22, 2015, 02:05:22 pm

You did it, dude.

Glorious.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 22, 2015, 02:15:42 pm

You are a true dwarf, my friend.

Title: Re: The Hastening of Doomforests

Post by: Max[™] on August 22, 2015, 06:02:58 pm

...but where was the Doomforest shattering kaboom?

There was supposed to be a Doomforest shattering kaboom.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 22, 2015, 06:49:33 pm

Quote from: Max[™] on August 22, 2015, 06:02:58 pm

...but where was the Doomforest shattering kaboom?

There was supposed to be a Doomforest shattering kaboom.

Eventually, but not now.

Let us have our time of glory returned for a while, mate.

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 23, 2015, 10:28:28 am**

Interlude, Overseer's Office

Pencil_Art, me dear, hopin' yer enjoyin' yer fine new clear glass window in yer dining room. Seems there's been a bit of a... well... problem with the magma drainin' from the old barracks. The magma pipe tends to refill whatever's taken out, y'see, and... well... the magma runnin' back in has made it a little, well, a little OVERFULL if ya catch my meanin'.

Nothin' to worry about in here, but I wouldn't worry too much if people start complainin' of the smell of burnin' fungus and crundle comin' from the caves. Just a word to the wise.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 23, 2015, 11:50:28 am

OOC: Flame, do you have a dwarf? I don't see anything named anything like your username...

EDIT: Well, you do now :) I gave you our legendary weaponsmith. Party on. Update and save to follow.

Title: Re: The Hastening of Doomforests

Post by: Callista on August 23, 2015, 12:01:33 pm

So are we still dorfing people here? Cause if we are, I'd like a dorf. Any old dwarf will do. Or young. I'm not picky. :P

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 23, 2015, 12:07:25 pm

DAMMIT I HAD A PLAN

A HILARIOUS PLAN

UNDWARF ME THIS INSTANT

Title: Re: The Hastening of Doomforests

Post by: Taupe on August 23, 2015, 12:08:26 pm

So, we can finally add "flooding magma" to the list of issues crippling the fort.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 23, 2015, 12:16:09 pm

Overseer's Log - Winter 1064

Well, it's been quite a year. I'm over me upset about the news, but I'll tell you all right now, don't ever, ever, EVER keep a secret like that again from someone in the purple hat. To think there was one o' them bloodsuckin' beasts hidden in the very walls of the place! Fair makes m' flesh crawl! We'd all be murdered in our beds, and all you lot would say is "oh, we forgot". Same as you forgot to close the holes into the caverns so old Shedim could get in! I do appreciate the effort you all spent in throwin' the vile thing into the lava, though. Poor Kronk... losin' his wife like that! Who would have thought the beast could be that quick? No sooner did we break open the prison than it slipped by us all and claimed its prey. Faugh! No wonder we have such a problem with evil spirits here, if you have things like THAT about! I hope for the sake of future overseers there's no other horrible monsters sealed up in here anywhere...

Shedim's death must have sent a signal... a new beast appeared deep in the third caverns, but it's welcome to spend its life down there and none the wiser.

Spoiler (click to show/hide)

Besides that, winter was fairly uneventful. And yes, this year I'm steppin' down. I know I've been hard on ye all, but look at all we've accomplished! I'm passin' the hat to The_Flame, our beloved weaponsmith. We will need more weapons and armor... tend the forges well. We were born from the forges of the gods, you know... a dwarf without a forge is like a body without a heart. I'll stay about, but I hope I've showed ye it doesn't need to be so dire. And I'll be around if ye need me.

Flame, get this damn hat, so I can go get a drink!

OOC: Save is here:

http://dffd.bay12games.com/file.php?id=11073 (http://dffd.bay12games.com/file.php?id=11073)

The biggest challenge at this point is FPS. Too many tiles are exposed, there are still too many paths from A -> B, and too many moving parts are onscreen. I was getting 15-17 downstairs, 19-22 upstairs, and 15 out in the woods.

Things to note:

- Magma is still drying in the flooded zone. Should be done evaporating by mid-spring. 5 magma crabs will need attention before you can repurpose the area. Two holes left in the walls, one over the magma pipe and one leading to (though blocked by) the green glass pump.
- Upstairs food storage is full, leading to ridiculous pathing of people growing food upstairs and carrying it down 40 levels to store it in the basement. Some sort of longterm food storage solution is desperately needed
- Still have a caged minotaur to play with :)

Best of luck, and I will be following with interest :D

EDIT: Gah, sorry: (I had already zipped and uploaded the save by the time I saw your message. Just denounce her as an impostor and carry on :D

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 23, 2015, 12:45:06 pm

The fort has a bit of a magma trouble. The next overseer is called The Flame... Yep, that doesn't sound ominous at all...

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 23, 2015, 01:19:22 pm

Eh, rumors of magma trouble are greatly exaggerated. The only issue was a brief period of burning spiderweb and fungus... once the rooms had drained the magma pipe returned to proper levels.

Title: Re: The Hastening of Doomforests Post by: PyroTechno on August 23, 2015, 01:48:32 pm

Could someone please dwarf me? Legendary furnace operator, if one is available. :)

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 24, 2015, 12:01:22 pm

I would like to request that (when the magma has evaporated) the shell of Shedim be moved to the main dining hall and forbidden so the dwarves could have it as a trophy. :)

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 24, 2015, 01:50:56 pm

FUCKING FINALLY

GIMME THAT SAVE

Quote from: mate888 on August 23, 2015, 12:45:06 pm

The fort has a bit of a magma trouble. The next overseer is called The Flame... Yep, that doesn't sound ominous at all...

DAMN RIGHT

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 24, 2015, 02:29:10 pm

Okay, first things first, the tileset is fucked up, can someone fix that? I don't want to play a turn where Minister Smunstu is a bucket and the walls are screaming in Spanish.

Secondly, how much DFhack can I use?

And finally, I have definitely been looking forward to this and this turn will be a productive and entertaining one.

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 24, 2015, 02:48:06 pm**

Quote from: TheFlame52 on August 24, 2015, 02:29:10 pm

Okay, first things first, the tileset is fucked up, can someone fix that? I don't want to play a turn where Minister Smunstu is a bucket and the walls are screaming in Spanish.

Weird. This was the first time that my tileset WASN'T broken.

Do you use LNP? I can reset the tileset to standard ASCII and reload it if you prefer; mine was set to Phoebus, which is how I received it as well.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 24, 2015, 04:03:26 pm

I don't have LNP, and please do. I don't use tilesets.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on August 24, 2015, 04:10:20 pm

OK I will update it as soon as I get home from work.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 24, 2015, 04:13:26 pm

thanks m8

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **August 24, 2015, 04:16:10 pm**

Quote from: Iamblichos on August 24, 2015, 04:10:20 pm OK I will update it as soon as I get home from work.

Not if I beat you to it.

Just hang on a sec.

There you go. (http://dffd.bay12games.com/file.php?id=11077) Tell me if it works.

But seriously, Phoebus is love, Phoebus is life...

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 24, 2015, 04:31:34 pm**

Thanks Taupe... you're the best :)

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 24, 2015, 04:58:49 pm

DOOMFOREST TIME HOPEFULLY SOON SINCE DINNER IS ALMOST READY

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 24, 2015, 07:24:04 pm

Aaaaaaaaaaaand welcome back folks to Season Four of 'Clean the Fort!' This year our star, Flame, will be cleaning up a succession fortress by the name of 'Doomforests!' You'd think with a name like that it'd be in an evil forest, but names can be deceiving, haha! But despite that it's sure had is fair share of chaos, being reduced to a few dwarves multiple times. Anyway, let's get on with the show! We will now show Flame for the first time the fortress he'll be cleaning up this year!

"Well, it isn't completely unsalvageable, but it's bad. Hundreds of random forbidden corpses? Random people being found drained of blood and going missing? 90 citizens and 1600 dead? Bedrooms, tombs, and stockpiles everywhere? Hallways that go nowhere? Pits full of bones? Reservoirs full of dead dwarves? Nowhere to dump garbage? Forgotten beasts trapped behind trees? *A captive minotaur? Magma*

drying in the hallways? SMILEY FACES MADE OUT OF COFFINS?! THIS IS ALMOST AS BAD AS MURDERMACHINES, AND THAT FORT WAS TWICE AS OLD AS DOOMFORESTS!"

"Who's talking? I don't see anyone."

"Probably ghosts again. Or demons. Or you're hallucinating again."

"Yeah, probably."

Haha, well then, looks like Flame has some serious work to do this year if he wants to live! Now let's watch him choose a dwarf!

ïteb Sanrebzuntîr, Weaponsmith

"Well, I usually choose the weaponsmith, and we've got a legendary one here that's unclaimed, so I think I'll take him.

'Flame' Sanrebzuntîr, Weaponsmith

crack *yawn* Well, apparently I was asleep. And also I'm an old pregnant woman. Wonderful. Oh well, it's to late now. I've got a sweet bedroom, though.

Okay, now, let's get to work. First thing is to dump something and follow it to the dump zone. Damn, the time-response is pretty good for an old fort, 18-20. AND IMMEDIATELY VILE FORCE OF DARKNESS FELLOW SPIRITS WAT DO

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 24, 2015, 07:27:02 pm**

Perfect, it's like "This Old House" meets "Extreme Hoarders"... which is a pretty succinct description of this fort.

Title: Re: The Hastening of Doomforests

Post by: Taupe on August 24, 2015, 07:30:43 pm

Quote

And also I'm an old pregnant woman.

Every.

Single.

Time.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on August 24, 2015, 11:25:46 pm

New turn, new horizons, new ways to almost kill the fort! Onward! Keep in mind, the Crundles shall soon rule all. 8)

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 25, 2015, 01:09:03 pm

Quote from: TechnoXan on August 24, 2015, 11:25:46 pm

New turn, new horizons, new ways to almost kill the fort! Onward! Keep in mind, the Crundles shall soon rule all. 8)

Not really, the caverns have been partially flooded with magma when killing the snail and the fort reaks of burnt crundle and rotten musrhoom stew.

I hope Haven is magma-proof.

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **August 25, 2015, 01:54:03 pm**

LOL... I wish the magma event were as big as you are painting it :) It was basically a 1 tile perimeter around the magma pipe in the 1st cave got de-webbed/de-fungused for half a season. That was about it.

Crundles took a MUCH MUCH more severe beating from Ugoshuker, the dusty critter in the 2d caverns. It is a crundle slaughtering engine, running quickly from one side to the other and meting out crundle-death everywhere. There are probably 100 little 'c' skeletons down there by now.

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 25, 2015, 03:10:24 pm

Oh.

Well, crundles are horribly dying. I don't care how they die, but I'm happy that they do.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 25, 2015, 04:29:00 pm

It was horrible. Wave after wave of goblins and trolls stormed onto the field, then immediately left. I guess they were just passing through. Also, I made some sweet silver maces for the military.

I ordered the dumping of all the miscellaneous garbage this fort has collected over the years. We've got a ton of crundle bits. A random dwarf begged me to stop 'killing his babies', but I ignored him and continued with the order. It took a lot of time and dwarves, but we got everything dumped. I even helped out some myself!

A clothier was possessed and now he's making something from cave spider silk.

I gave birth to a girl! It was awful. Never again.

```
"Maga..."

She is the daughter of 'Flame' Ownanvils and Rovod Longcobalt. She is a dubious worshipper of Tunur Playgilds, a casual worshipper of Odur the Beard of Periwinkles, a worshipper of Innur Playgilds and an ardent worshipper of Olnen Focuslesson.

She is a citizen of The Town of Stroking. She is a member of The Hall of Mortality.

She was born today, which makes her very young indeed.

Her hair is clean-shaven. She is average in size. Her nose bridge is somewhat concave. Her hair is flax. Her skin is pink. Her eyes are cobalt.

She is a citizen for their large herds and giant kestrels for their hunting provess. When possible, she prefers to consume rabbit, asparagus and carrot wine. She absolutely detests moon snails.

She has great creativity and a very good feel for social relationships, but she has an iffy sense for music and a shortage of putience.

Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial provess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally respects perseverance, finds those that deny their inpulses somewhat teif, finds romance distasteful and does not care about family one way or the other. She dreams of crafting a masterwork someday.

She never feels lustful passions. She can be very single-minded. She is somewhat fearful in the face of imminent danger. She thinks she is fairly important in the grand scheme of things. She likes to keep things practical, without delving too deeply into the abstract. She is carlous and she is
```

The elves came to trade. They brought some exotic animals, so I let them in. After a while, I noticed they weren't at the depot. Why? BECAUSE WE HAVE TWO DEPOTS. FUCK. So I ordered all the goods brought from one depot to the other. I traded three exotic birds and a bunch of fruits for a single shitty gold goblet. Elves have no concept of value.

Udil Athelkezat, Clothier has created Romlamvúsh, a cave spider silk cape!

Press Enter to close window

Sweet.

Romlamvúsh, "Cloakheat", aFPS: 99 (19)silk cape

This is a cave spider silk cape. All craftsdwarfship is of the highest quality. It is decorated with cave spider silk and encircled with bands of copper. It is made from cave spider silk cloth. This object is adorned with hanging rings of giant great horned owl leather and menaces with spikes of microcline, mule leather, coyote leather and copper.

On the item is an image of Ral Oilydish the dwarf and Osod Murkyfate the Umbra of Nights the night troll in copper. Osod Murkyfate the Umbra of Nights is striking down Ral Oilydish. The artwork relates to the killing of the dwarf Ral Oilydish by the night troll Osod Murkyfate the Umbra of Nights in The Rapid Hill in 697.

Now let's get down to my specialty: metal. How many bars do we have?

bars 495 70

ONLY FIVE HUNDRED?! I THOUGHT THIS FORT WAS FIFTEEN YEARS OLD?! YOU CALL YOURSELVES DWARVES?! IT'S TIME TO SMELT! I've made everyone with no real job a furnace operator and ordered the smelting of every kind of ore. I've also ordered the melting of the shitload of goblin armor and weapons we've gathered over the years.

I ordered the creation of a minecart. I'm going to do the old 'bar stack' method I've used in the past. I also removed the old forges and a lot of our metal stockpiles. We'll only have one metal stockpile from now on, plus we haven't used the old forges since we got magma.

((Hold on, let me check Bastiongate to remember how quantum stockpiles work.))

The bar stack works! Dwarves are stacking bars as we speak. It's all a matter of crossing your eyes and doing what the overseer says. Easy.

Migrants! They are useless. They are now furnace operators. I have also reinstated the marksdwarf squad. I also discovered that a random wood burner was a spearmaster. Why was he ever taken off duty!?

The Werechameleon Arifè Romimiremini has come! A large chameleon twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow mahogany. Its dark brown scales are jagged and close-set. Now you will know why you fear the night.

=Press En<u>te</u>r to close window=

OH SHEEEIT
IT'S TOO CLOSE TO SEAL THE FORT IN TIME
IT'S RIGHT OUTSIDE THE FORT ENTRANCE AND THEREFORE BARRACKS
THE ONLY MILITIA ON HAND AREN'T EVEN WEAPONMASTERS
WE ARE SO VERY BONED



The Werechameleon strikes at The Hammerdwarf but the shot is blocked!
The Hammerdwarf bashes The Werechameleon in the lower body with his (-steel war hammer-), bruising the muscle!
The Hammerdwarf bashes The Werechameleon in the left foot with his (-steel war hammer-), fracturing the bone!
The Werechameleon falls over.

Looking pretty good...

```
Arifè Romimiremini, Werechameleon
"Arifè Fordhorses"

upper body
lower body
neck
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
left lower leg
left lower leg
left lower leg
left lower leg
right foot
```

I guess I was wrong to worry.

```
Arifè Romimiremini, Werechameleon
"Arifè Fordhorses"

upper body
lower body
neck
head
right upper arm
left upper arm
right lower arm
right lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
```

Wow, I almost feel sorry for the werechameleon. They sent her left arm *over the wall, into the barracks*. Also, the militia captain became a hammerlord.

Will Flame finish cleaning up the fortress? Will something else show up and wreck his plans? Or will Doomforests be destroyed utterly because of his stupidity? Find out next time on Clean the Fort: Doomforests!

"There's that voice again! Where is it coming from!" "Just ignore it, honey."

((Am I allowed to use DFhack? How about if I make sacrifices first? I just need some autodump action up in here.))

Title: Re: The Hastening of Doomforests
Post by: Gwolfski on August 25, 2015, 04:33:47 pm

dont tell anyone! thats what i do *ashamed* :-[

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on August 25, 2015, 05:11:01 pm

Quote from: TheFlame52 on August 25, 2015, 04:29:00 pm

Why? BECAUSE WE HAVE TWO DEPOTS. FUCK. So I ordered all the goods brought from one depot to the other.

This and the other metalworks... remember, Doomforests is not just one fort, but two. The second metalworks was used very recently, seeing as how Shedim was camped out less than 500 urists away before that problem got resolved. :)

Title: Re: The Hastening of Doomforests
Post by: mate888 on August 25, 2015, 08:31:31 pm

I used DFhack, but it was only to clear the contaminants, as the fort was literally running at **1 fps** at that time. I'm not sure if you can use it for anything else, though, that would be cheating.

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on August 25, 2015, 08:35:40 pm

I'm with Mate... only to remove contaminants (and digv, where appropriate).

Title: Re: The Hastening of Doomforests
Post by: Taupe on August 25, 2015, 08:53:03 pm

The dwarves should be punished by having to haul everything by hand to the dump. That's what they get for being so messy. How else are they gonna learn?

Title: Re: The Hastening of Doomforests
Post by: TechnoXan on August 26, 2015, 09:08:19 am

Quote from: mate888 on August 25, 2015, 01:09:03 pm

Quote from: TechnoXan on August 24, 2015, 11:25:46 pm

New turn, new horizons, new ways to almost kill the fort! Onward! Keep in mind, the Crundles shall soon rule all. 8)

Not really, the caverns have been partially flooded with magma when killing the snail and the fort reaks of burnt crundle and rotten musrhoom stew. I hope Haven is magma-proof.

:o oh snap. *shoves a towel under the door* whew! :D I'll RP about Haven in my next post. ;D

Title: Re: The Hastening of Doomforests
Post by: mate888 on August 26, 2015, 01:36:36 pm

Quote from: TechnoXan on August 26, 2015, 09:08:19 am

Quote from: mate888 on August 25, 2015, 01:09:03 pm

Quote from: TechnoXan on August 24, 2015, 11:25:46 pm

New turn, new horizons, new ways to almost kill the fort! Onward! Keep in mind, the Crundles shall soon rule all. 8)

Not really, the caverns have been partially flooded with magma when killing the snail and the fort reaks of burnt crundle and rotten musrhoom stew. I hope Haven is magma-proof.

:o oh snap. *shoves a towel under the door* whew! :D I'll RP about Haven in my next post. ;D

Well, apparently the lava thing wasn't anything at all.

Although the little Forgotten Beast in the second cavern is indulging in some nice old crundle genocide, so, it's still a problem for your little pets.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 26, 2015, 04:17:10 pm

Actually, the three FBs present when my turn started are all trapped. There are two in the second cavern - one is trapped in a tree with a broken spine and the other is trapped behind some mushrooms.

Title: Re: The Hastening of Doomforests

Post by: Dark One on August 26, 2015, 04:23:23 pm

Quote from: mate888 on August 26, 2015, 01:36:36 pm

Although the little Forgotten Beast in the second cavern is indulging in some nice old crundle genocide, so, it's still a problem for your little pests.

FTFY

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 26, 2015, 05:07:15 pm

I overheard some kid talking about government.

"What gives them the right to establish these laws?"

Within the last season, he was interested near a fixable. He was interested near a fine Seat. He was wearing old clothing. He was interested near a fine interested near a completely sublime Statue. He was the sun. He was interested near a fine Door. He was arranged Statue. He was interested near a completely He is the son of Tulon Notcharrow and Mafol Wheeler Olnen Focuslesson and a worshipper of Tunur Playgilds He is a citizen of The Town of Stroking. He is a member is three years old, born on the 2nd of Granite in

Whoa kid, calm down. You're three, you know jack shit about dwarven politics.

I noticed we don't have a real armorsmith, and I'm the best one. So I'm going to train myself by making copper leggings until I'm legendary.

The humans arrived! This time I waited to see which depot they would choose before having goods brought there. Wait... They're leaving? One of their wagons exploded? I give up.

I've noticed that we only have ~40 unoccupied coffins here. Knowing this fortress, the next overseer is going to need more. Coffin production is a go.

```
The Forgotten Beast Sodor Ngostong has come! A great caddisfly composed of salt. It has a spiral shell and it has a bloated body.
```

Press Enter to close window

The Forgotten Beast Ab has come! An enormous one-eyed skink. It has two short tails and it appears to be emaciated. Its eye glows green. Its lilac scales are blocky and close-set. Beware its noxious secretions!

<u>Pr</u>ess <u>Ente</u>r to close window

Literally within seconds of each other, two forgotten beasts appear in the second cavern. My bet's on Ab.

Migrants. Seven of them. Useless, the lot. More furnace operators! I've also replaced all but one of the glass furnaces with smelters. We need more.

Sodor was killing crundles and Ab showed up. Sodor won and is continuing to kill crundles. I think Drokles rigged the match, the cheating bastard. That was a salt FB with no attack! How did it win against a fleshy one! Though there are two more FBs in the second cavern, both accessible to a flier. We might have more battles yet.

Xûnguozad, Jabberer
"Equalclasped"

upper body
lower body
neck
head
right upper leg
left upper leg
right lower leg
left foot
right eye
left lung

Well, so much for that. A jabberer killed it.

Some planter got a fey mood and is making something out of wood. Worthless.

Half our soldiers are now weaponlords. This bodes well. I have built some coffins anyway.

That jabberer is now killing crundles.

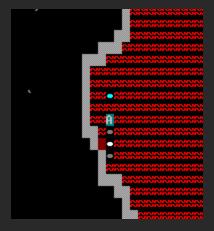
The planter made a pomelo wood ring worth 24k. Worthless.

Oh hey, a cave croc lured one of the FBs down from its tree.

Oh hey, it's killing crundles now.

OH HEY, THE JABBERER AND FB ARE FIGHTING.

The FB won, unfortunately. That could have been awesome. The FB is bleeding pretty badly though. It's going to kill some crundles near what I have to assume is an unfinished magma piston.



WAIT WOT

ITS DUST KNOCKED IT INTO THE MAGMA HOLY SHIT

It's still falling, floating down into the fiery deeps. Its scales burn and flake away, trailing bubbles of boiling blood. The fat is next to go, melting away in flaming gobbets. Then the whole body begins to dissolve, magma working its way into every crack and crevice as the beasts's eternal life finally ceases.

Maybe crundles aren't so bad after all.

Title: Re: The Hastening of Doomforests Post by: Callista on August 26, 2015, 06:26:38 pm

Have I been dorfed yet? I have no preferences re. gender or profession, I just want in on this :D

Title: Re: The Hastening of Doomforests Post by: TheFlame52 on August 26, 2015, 07:03:41 pm

Spoiler (click to show/hide)

PS: 100 (15)allista' Ilathel, "'Callista' Wordsring", Bone Carver

"I ate in a dining room. How blissful I am."

She is blissful dining in a fantastic dining room. Within the last season, she felt satisfied at work. She felt satisfied after producing a masterwork. She was blissful after sleeping in a very good bedroom. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a giant tiercel peregrine die. She didn't feel anything after seeing a elk die. She was blissful dining in a legendary dining room. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a elk die. She didn't feel anything after seeing a crundle die. She didn't feel anyt one hundred five years old, born on the 22nd of Malachite in the She has a broad body with almost no fat on it. Her hair is clean-shaven. She has a high voice. Her ears are somewhat splayed out. Her slightly sunken cobalt eyes are somewhat narrow. Her hair is flax mixed with gray. Her skin is pink. She has rarelu sick. 'Callista' Ilathel likes porcelain, copper, lace agate, the color golden yellow, mail shirts, thrones and catapult parts. When possible, she prefers to consume mountain goat and barley wine. She absolutely detests

amsters. Like others in her culture, she holds craftsdwarfship to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial prowess and respects commerce. She personally believes that it would be a fine thing if all time were leisure time and doesn't care about nature one way or another. She dreams of mastering a skill, and this dream was one way or another. She dreams of mastering a skill, and

She is given to flights of fancy to the point of distraction. She has a strong sense of duty. She seeks out exciting and adventurous situations. She likes to brawl. She does not often feel lustful. She does not easily hate or develop negative feelings. She is grateful when others help her out and tries to return favors. She tries to keep her things orderly. She can handle stress. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

I nominate you 'Least Likely Dwarf to Go Crazy'. You have the lowest stress in the fort.

EDIT: The dwarven caravan arrived. What should I order from the liaison? Lye?

Title: Re: The Hastening of Doomforests

Post by: Taupe on August 26, 2015, 07:17:26 pm

Quote from: TheFlame52 on August 26, 2015, 07:03:41 pm

EDIT: The dwarven caravan arrived. What should I order from the liaison? Lye?

...Steel things?

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 26, 2015, 08:57:10 pm

See? Even demonic creatures forgotten millenia ago and cave birds hate crundles.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on August 26, 2015, 10:32:49 pm

Quote from: mate888 on August 26, 2015, 08:57:10 pm

See? Even demonic creatures forgotten millenia ago and cave birds hate crundles.

You-grr....: :D

Title: Re: The Hastening of Doomforests

Post by: Callista on August 26, 2015, 11:55:47 pm

I hope it's OK for a non-overseer to post from their dwarf's perspective? I downloaded the save to take a peek at the fort and found she had some interesting relatives, and had to comment on it.

This is a guineafowl-parchment paper. On the paper is a letter in dimple dye.

Little Brother,

Well, I've put this off long enough. I promised to write you, to bring you news from your son Bomrek, to tell you why the merchants weren't able to deliver our letters.

It's not good news. I'm sorry.

Bomrek has been dead for ten years. He died in battle, protecting this fortress. I couldn't find anyone who knew him personally, but apparently, ten years ago, Doomforests was nearly destroyed by a monster from the depths. Bomrek was among the ones who died fighting to protect the fortress.

I've gone to visit his grave. He has a basalt coffin in a chamber carved into the stone, laid to rest along with other warriors who died in that battle. They have honored him as one of their own. You will see him again, little brother, in Armok's halls. Your son died a hero; never forget that. It probably isn't much comfort to you, but at least we can be proud of him.

As for me, I am well. I am working with bone, as always. You can tell Mother I still disagree with her; her beloved stonecraft may be more traditional, but stone is so unforgiving. Perhaps it's something about this place, or perhaps Bomrek's spirit is giving me inspiration, but I've found the time to really hone my skills here. If I can talk them into it, I'll try to get one of the elves from the caravan to bring you one of the crundle-skull totems I've been making along with the usual bone practice bolts. No guarantees, though; I'll be lucky just to convince them to deliver the letter. You know how elves are.

I've decided to stay here. I do hope you're not too angry with me, little brother. I can't really explain why. I feel I'm truly content here. Take care of Mother; give her my love.

Your sister Callista.

A middle-aged dwarf sat at a table, absent-mindedly tapping her fingers, gazing into the distance. She hadn't told her brother the whole truth, she knew. Oh, yes, Bomrek was dead; and yes, there had been a beast; but she had not actually been able to learn exactly how her nephew had died. She remembered Bomrek from his youth, a solemn boy who swore he would make something of himself, then a young adult learning to handle a pick, determined to dig his fortune out of the rock of some distant frontier outpost. Had he truly died a hero? She didn't know. But to say he had--to give what comfort she could--that was an older sister's duty to her family, and so much more important now that she had decided not to return home.

Here, she felt, she could be part of something important. She would carve the bones into beautiful things, useful things, each bone with its history, each one once part of a living thing. The graveyards here were full; there was no mistaking that. And yet--that very idea, the danger, the excitement, attracted her. Here was a place where history could be made, where heroes and monsters were still part of everyday life. As for the prospect of occupying one of those coffins--well, she reflected, she worked with bones every day, turning death into something beautiful. Maybe carving bones was really just a metaphor for life.

Or perhaps she was just getting sober again. Yes, that was probably it. Perhaps there was still some barley wine left....

The dwarf rose, rolled up the scroll and dripped some candle wax onto the edge to seal it. Then she put it in a pouch and left the room, in search of barley wine.

Title: Re: The Hastening of Doomforests
Post by: Max™ on August 27, 2015, 04:57:46 am

Nah I don't think anyone will mind you doing that.

Title: Re: The Hastening of Doomforests

Post by: Dark One on August 27, 2015, 06:33:02 am

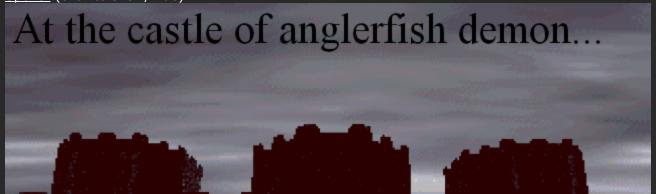
Quote from: Max^{TM} on August 27, 2015, 04:57:46 am

Nah I don't think anyone will mind you doing that.

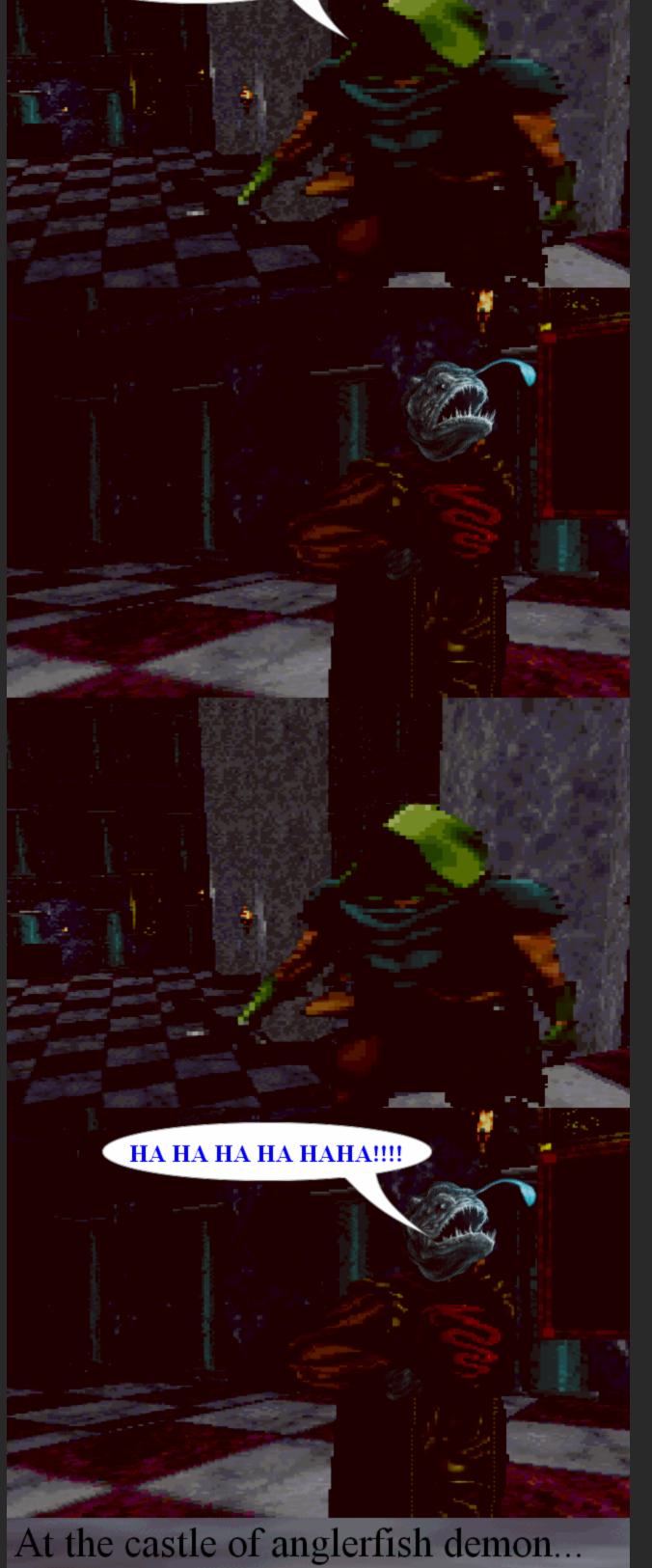
For some time, the thread was filled mostly with these.

Quote from: mate888 on August 26, 2015, 08:57:10 pm

See? Even demonic creatures forgotten millenia ago and cave birds hate crundles.









Title: Re: The Hastening of Doomforests
Post by: Taupe on August 27, 2015, 08:55:24 am

Datk one, that was... wow. Well played!

Callista, nobody will mind. Your writing is very enjoyable.

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on August 27, 2015, 08:14:01 pm

The dwarven caravan exploded and left.

I made a few weapons for our military. They now all have steel or silver weapons of at least exceptional quality. Their armor is still shitty, but I'm waiting until I'm legendary to start making all the armor we'll be needing. Why are our arms and armor so shitty? Have we never had a legendary smith before?

Migrants! All useless, but a couple have weapon skills, which gives me an idea. I've drafted ten useless migrants into a new squad of recruits.

Today I saw a dwarf walking around who looked like one massive scar. Her face was one solid lump of gnarled scar tissue, with only a hole for a mouth. Her limbs were mangled and bent. She must have been stuck by a particularly terrible forgotten beast poison. How did she survive!?

Magma Crab has given birth to triplets.
Libash Semoravuz has created a masterpic
'Callista' Ilathel has created a masterp
[5]*!
'Callista' Ilathel has created a masterp
[5]*!
Magma Crab has given birth to triplets.

THEY'RE BREEDING

Which gives me an idea... Catch them and use them for turrets!

It is now winter. My turn is coming to a close. The liaison has been following the mayor around for months now.

I'm now a grand master armorsmith. I'm almost there!

She feels satisfied upon mastering armorsmithing.

YESSSSSS

IT'S ARMORSMITHING TIME

```
        Forge steel mail shirt
        30/30

        Forge steel breastplate
        30/30

        Forge steel greaves
        30/30

        Forge steel gauntlet
        30/30

        Forge steel helm
        30/30

        Forge steel high boot
        30/30
```

Our steel stocks won't quite be enough, but it'll take me a long time to fill the whole order and that should be enough time to make the rest of the steel.

A stonecrafter got a strange mood. He's making something out of marble. It'll probably be worthless.

 $\ensuremath{\mathrm{I}}$ was RIGHT. It was a scepter with some pictures of animals on it. Worthless.

```
Elite Marksdwarf collides with The Magma Crab!
Magma Crab is knocked over and tumbles backward!
The Elite Marksdwarf bashes The Magma Crab in the right wing with his
≡iron crossbow≡ and the severed part sails off in an arc!
The Elite Marksdwarf bashes The Magma Crab in the left wing with his
≣iron crossbow≡ and the severed part sails off in an arc!
The Elite Marksdwarf bites The Magma Crab in the body, tearing the fat
and bruising the muscle!
      Elite Marksdwarf latches on firmly!
The Elite Marksdwarf shakes The Magma Crab around by the body and the
body collapses!
The Elite Marksdwarf bashes The Magma Crab in the left wing with his 

=iron crossbow= and the severed part sails off in an arc!
The Elite Marksdwarf bites The Magma Crab in the mouth and the injured
part is torn apart!
The Elite Marksdwarf charges at The Magma Crab!
The Magma Crab looks surprised by the ferocity of The Elite Marksdwarf's onslaught!
The Elite Marksdwarf collides with The Magma Crab!
The Magma Crab is knocked over!
The Magma Crab misses The Elite Marksdwarf!
The Elite Marksdwarf kicks The Magma Crab in the right wing with his right foot and the severed part sails off in an arc!
The Elite Marksdwarf scratches The Magma Crab in the body, tearing the
fat and bruising the muscle!
The Elite Marksdwarf punches The Magma Crab in the body with his right hand and the injured part collapses!

The Magma Crab is propelled away by the force of the blow!
The Elite Marksdwarf bashes The Magma Crab in the right wing with his
≡iron crossbow≡ and the severed part sails off in an arc!
```

Holy shit! Kumil, our only elite marksdwarf, just *leaped* over the magma pipe and in through the magma drain from the former bedrooms! He only had a few bolts in his quiver, though, so after he ran out he just started beating the shit out of them with his crossbow! I think he's in a martial trance! He killed all but three of them before leaving through the door I unlocked. I locked it again behind him. The only wound he took was some melting to the stomach, but he lived so he'll be fine.

A tarantula with poison bite appeared in the third cavern, but it's trapped behind some mushrooms. Dumbass.

It's been a long year. I'm taking a quick break.

```
You continue to impress! I have come empowered to elevate this land in the eyes of our realm.

a - Finish peeking in on conversation.
```

Oh hey, the liaison is finally meeting with Pencil Art.

((I forgot to take a screenshot of him saying he wanted to elevate us))

Really?

A few months ago Doren Lurednet became mayor of The Tomb of Churches, replacing her mother Moldath Metalquakes.

Boring, what else.

```
What requests do you have of our merchants?

a - Begin discussion.
```

Lye and steel.

```
Well then, we have finalized the import agreement.

Feel free to go over the documents.

a - Look over documents.
```

It had better say 'lye and steel'.

```
Let's discuss what we are willing to offer for your craftsdwarfship...

a - Finish peeking in on conversation.
```

You're not getting shit from us unless your wagons don't explode next year.

```
Well then, we have finalized the export agreement.

Feel free to go over the documents.

a - Look over documents.
```

Okay.

```
Good
                                                                                                   Price
                                                                                                                    Priority
                                                                                                   129%
183%
133%
136%
208%
167%
206%
war hammers
drinks
anvils
tools
                                                                                                                     -- 101
                                                                                                                          10
cheese
                                                                                                                    -101-
thread
scepters
crutches
                                                                                                                          10
                                                                                                                    -101-
shields/bucklers
                                                                                                                    -101-
large gems
earrings
                                                                                                                    -101-
```

Okay, we'll trade the whole caravan next year for a few masterwork aluminum crafts.

Monom Tangathmosus: Farewell, 'Pencil_Art' Unâllolor. I look forward to our meeting next year. Our fortunes rise and fall together.

Wait, he forgot to promote a noble! Do we have an absent baron?

Onget Lolordolek

baron of Doomforests/Metalcrafter

Apparently so. I'm not surprised, given this fort's history. We're now a duchy.

Our steelmaking industry has been hindered by the fact that we've run out of flux. I've ordered a bunch of marble dug out.

And dingdingding goes the bell! That's all, Flame! Make some last minute changes and then pass the hat!

Welp, it's the end of my year. Looks like it's over. I've made some arrangements for my host and her daughter. I've also left you all a gift that may or may not save the fortress in its time of need, depending on what said need is. Good luck and happy overseeing!

'Flame' Sanrebzuntîr, Master Smith

ïteb Sanrebzuntîr, Master Smith

Save: http://dffd.bay12games.com/file.php?id=11088

Iteb regained consciousness a whole year after she had gone to bed. She was surprised that she had given birth to a daughter, gained a ton of expertise in armorsmithing, and was now a respected member of the fort. Dwarves were also calling her 'Flame'! Apparently that had been the name of whatever spirit had taken her body. She had never really liked 'Iteb' much anyway, so she took this new name as her own.

Flame Sanrebzuntîr, Master Smith

Title: Re: The Hastening of Doomforests

Post by: Taupe on August 27, 2015, 08:20:28 pm

That, sir, was some very entertaining turn. Well played. To answer your question, I,m not sure anyone has ever mined ores, or taken the time to smelt it, which explains why we don't have any legendary gear. also, people sort of died a lot.

Speaking of dying, This is the third time a baron is named in Doomforests, and the second time it becomes a duchy! Woot!

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on August 28, 2015, 03:14:38 pm

Quote from: TheFlame52 on August 27, 2015, 08:14:01 pm

The dwarven caravan exploded and left.

I'm beginning to think that this is the game simulating broken axles.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on August 28, 2015, 03:43:14 pm

A note is found on Gwolfski's bed:

Gwolfski,

Congratulations on being chosen as the next Overseer Doomforests by the Lottery of Souls! Some things you should probably do during your overseership:

- Continue steel production and smelting of ores. We need steel for the military machine!
- After you've got steel built up to a good point, order 30 of each weapon. Remember to use silver for maces and warhammers.
- Don't let anyone smith armor or weapons but Iteb ((Flame)). Turn off the labor in all migrants.

Good luck, and may Armok have mercy on your soul.

Flame

Title: Re: The Hastening of Doomforests

Post by: Max™ on August 28, 2015, 08:15:46 pm

Love the marksdwarf leaping over fiery death to deal some brutal beaten-about-the-face-and-wait-do-crabs-have-asses type death to the crabs.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on August 29, 2015, 05:41:15 am

So its my turn?

Title: Re: The Hastening of Doomforests

Post by: mate888 on August 29, 2015, 11:07:06 pm

Quote from: Gwolfski on August 29, 2015, 05:41:15 am

So its my turn?

Yep.

I bet you didn't expect this fort to survive this long, did you?

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on August 30, 2015, 05:07:24 am

i've got another fort. might moving me down a turn pls.?

nvm, doing this

Title: Re: The Hastening of Doomforests

Post by: Callista on September 01, 2015, 10:37:56 am

Callista felt like punching somebody. Granted, this was nothing unusual; like any other dwarf, she enjoyed a good fistfight. But this situation in particular had left her without anyone to punch, which ironically made her want to punch someone even more.

She was surrounded by bone crafts, all created with pride and care. They should have gone off with the dwarven caravan, or perhaps with the humans, but instead of stopping at the depot, both sets of merchants had taken one look at the fortress, muttered something about

broken axles, turned around, and left without trading.

So here she was, surrounded by crafts with no one to buy them and, worse, no one to complain to about it.

One totem she was particularly proud of. Lately, there had been a lot of crundle bones flowing into her workshop, but this particular crundle skull had been unusual--singed down one side, as though the creature had died in or near a fire. At first she'd meant to throw it aside as useless, but then she'd taken a closer look. That singed spot--shaped properly, decorated and carved--could pass for a flame. The other side of the skull, clean and white, could be decorated as usual, with the carving slowly fading into wilder, more elaborate flame patterns as the scorch mark began...

She'd been very proud of that particular totem. The little creature it had belonged to must have had an interesting life. But now, with no merchants to sell the crafts to, what was the use?

Though--maybe it didn't need to be merchants? There were the crundle-loving dwarves in the fortress. Maybe they'd appreciate a good set of crundle-skull totems to decorate their meeting areas.

But would they appreciate the totems, or take them as an insult? That was the question. She'd heard of some places where, long ago, even dwarf bones had been stacked into artwork, creating macabre beauty that visitors enjoyed even as they remembered the deaths of their ancestors. That certainly wasn't dishonoring the dead.

Well--you never knew unless you tried. And, she reflected, what was the worst that could happen? If they took offense when she offered to donate the totems to their temple, perhaps she'd even get that fistfight she'd been wanting ever since the merchants had left without her crafts.

(Note: When I refer to artwork made by stacking bones, I am of course referring to the Paris Catacombs. Google it if you want to see some seriously beautiful, but seriously spooky, photos.)

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 01, 2015, 10:50:09 am

Quote from: Callista on September 01, 2015, 10:37:56 am

(Note: When I refer to artwork made by stacking bones, I am of course referring to the Paris Catacombs. Google it if you want to see some seriously beautiful, but seriously spooky, photos.)

Alternately, you can play the original Deus Ex for a very, very low res version.

Title: Re: The Hastening of Doomforests

Post by: mate888 on September 01, 2015, 12:03:48 pm

Quote from: Callista on September 01, 2015, 10:37:56 am

I'm pretty sure that the Inquisition would really like those as tropheys.

Not because they had killed them (the ones killed by them usually left no corpse as they melt in lava), but to make the crundleshaggers

They are so funny when they are mad.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 01, 2015, 01:32:09 pm

Quote from: Callista on September 01, 2015, 10:37:56 am

(Note: When I refer to artwork made by stacking bones, I am of course referring to the Paris Catacombs. Google it if you want to see some seriously beautiful, but seriously spooky, photos.)

Also the Bone Chapel in the Czech Republic :) I was there last year, and it's amazing.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on September 01, 2015, 03:12:09 pm

Journal of TehnoXan II, Master Mecha Engineer.

"What the crap Callista!? You sadistic midget! What has to break in your little Dwarf mind for you to do this!? Wait, did you kill this beautiful Crundle? DID YOU?!! You know what no, grab her!

POW! *agh!* SNAP! CRACKLE! POP!!

By the fake god Armok! What have you done to Urist?! OH LORD NOT THE FACE!!!

BOOM!

Gahhhhhhh...

No, Fido, just let her go. No more, oh lord! Get Urist to the ER!

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 01, 2015, 03:55:36 pm

NOBODY is going to write about when that crundle sacrificed itself to throw that forgotten beast into the magma?

Title: Re: The Hastening of Doomforests

Post by: mate888 on September 01, 2015, 09:00:58 pm

Quote from: TheFlame52 on September 01, 2015, 03:55:36 pm

NOBODY is going to write about when that crundle sacrificed itself to throw that forgotten beast into the magma?

Nah, screw it, it was a crundle.

Crundles are not worthy.

If anyone asks, I will say it was a kobold.

Title: Re: The Hastening of Doomforests

Post by: Callista on September 01, 2015, 10:32:17 pm

Quote from: mate888 on September 01, 2015, 09:00:58 pm

Quote from: TheFlame52 on September 01, 2015, 03:55:36 pm

NOBODY is going to write about when that crundle sacrificed itself to throw that forgotten beast into the magma?

If anyone asks, I will say it was a kobold

Nah, screw it, it was a crundle.

Crundles are not worthy.

Actually, I did, if you look closely. The crundle's fire-scorched skull ended up being carved into a masterful totem. Presumably some hauler took it up to the butcher's after it got killed tripping the FB in.

While my dorf nurses her bloody nose and reconsiders giving crundle-skull totems to unusually crundle-loving dwarves, I'm curious as to whether that was one or more of the intelligent crundles carrying out a rather well-planned ambush.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 01**, **2015**, **10:36:50** pm

Title: Re: The Hastening of Doomforests

Post by: Dark One on September 02, 2015, 11:58:49 am

Quote from: Taupe on September 01, 2015, 10:36:50 pm

Well, don't forget it was a crundle bone totem. I'd unerstand elven bone totem which I could place in my frontyard to annoy elves, but crundle bone totem is just useless. This is way too much for it!

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 02, 2015, 12:09:50 pm**

Quote from: Dark One on September 02, 2015, 11:58:49 am

Quote from: Taupe on September 01, 2015, 10:36:50 pm

Well, don't forget it was a crundle bone totem. I'd unerstand elven bone totem which I could place in my frontyard to annoy elves, but crundle bone totem is just useless. This is way too much for it!

Callista: In the end I made 3 dollars, which is more than I expected. I'm really satisfied!

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 02, 2015, 01:24:33 pm

Longshanks is heard snickering as he walks past Urist, as Urist is being helped to the infirmary with a crundle-skull-shaped bruise on the side of his face.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 02, 2015, 04:03:04 pm

Sorry man, that crundle fell into the magma with the FB. No totems for you.

Title: Re: The Hastening of Doomforests

Post by: Drago6667 on September 03, 2015, 02:17:43 am

I decided to binge read this.

I should have been in bed 4 hours ago.

This was a good idea.

I would like to be dorfed as a male speardwarf if possible, or a marksdwarf if not, if only to see this train wreck in person.

Taking bets on what will kill me!

Title: Re: The Hastening of Doomforests

Post by: Callista on September 03, 2015, 08:28:16 am

Quote from: TheFlame52 on September 02, 2015, 04:03:04 pm

Sorry man, that crundle fell into the magma with the FB. No totems for you.

Literary license. So there. :P

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 03, 2015, 09:40:40 am

Who's next on the turn list? Get on with it!

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 03, 2015, 09:49:18 am

Only two days

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 04, 2015, 07:41:08 am

Last turn ended 27 August, it's 4 September...:) Any progress?

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 04, 2015, 09:44:30 am

Quote from: Iamblichos on September 04, 2015, 07:41:08 am

Last turn ended 27 August, it's 4 September...:) Any progress?

Expect update today-got more homewrok than expexted. tommorow

Title: Re: The Hastening of Doomforests Post by: Dark One on September 05, 2015, 03:19:42 am

Can you re-dwarf me during your turn? I'd prefer a male brewer, but any other occupation would be ok.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 05, 2015, 05:50:57 am

Quote from: Dark One on September 05, 2015, 03:19:42 am

Can you re-dwarf me during your turn? I'd prefer a male brewer, but any other occupation would be ok.

ok

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on September 05, 2015, 06:42:16 am

Hey Taupe...

Snustok and Shedim send their best wishes!

Hilarious bifs.com Hilarious bifs.com
Hilarious bifs.com

Title: Re: The Hastening of Doomforests
Post by: mate888 on September 05, 2015, 01:53:10 pm

.

Quote from: Iamblichos on September 05, 2015, 06:42:16 am

Hey Taupe...

Snustok and Shedim send their best wishes!

Hilarious Gifs.com Hilarious Gifs.com

The forgotten beast Shedstok has come. It's A FUCKING CYBORG SNAIL because the gods really want this fortress to die!

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 05, 2015, 03:16:02 pm

Quote from: mate888 on September 05, 2015, 01:53:10 pm

The forgotten beast Shedstok has come. It's A FUCKING CYBORG SNAIL because the gods really want this fortress to die!

Beware it's particle beams!

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 05, 2015, 04:08:14 pm

sry im ill should be out of bed 2moorwo. :(

Post by: **Taupe** on **September 05, 2015, 05:04:08 pm**

Quote from: mate888 on September 05, 2015, 01:53:10 pm
Quote from: Iamblichos on September 05, 2015, 06:42:16 am

Hev Taupe...

Snustok and Shedim send their best wishes!

Title: Re: The Hastening of Doomforests

Hilarious bifs.com Hilarious bifs.com
Hilarious bifs.com
Hilarious bifs.com
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Hilarious bifs.com

The forgotten beast Shedstok has come. It's A FUCKING CYBORG SNAIL because the gods really want this fortress to die!

(<u>:</u>

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 07, 2015, 07:56:36 am

my save got corruptd and i dont have any backups...:'(
do you want me to continue and wait a feww more days or should someone else take over?

Title: Re: The Hastening of Doomforests

Post by: Callista on September 07, 2015, 08:48:57 am

I think it depends on how much time you have.

If your schoolwork is going to take up part of your time and you can't spend all of it on DF, maybe best to pass it on...

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 07, 2015, 10:03:20 am

id proably manage to finish it by sunday and have all the reports up by then. if i played, the spring report would probably be wednesday.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 09, 2015, 04:10:48 pm

avast decided firefox was a virus or something and closed it just before i clicked post... Update tommorw.magma. i hate sometimes my computer. i [NEEDS_SLEEP]

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 10, 2015, 12:18:23 pm



Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 10, 2015, 02:49:56 pm

So... where are we with the playing?

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 10, 2015, 02:58:56 pm

45%

Title: Re: The Hastening of Doomforests

Post by: mate888 on September 10, 2015, 03:13:30 pm

Well...

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 10, 2015, 03:15:40 pm

Quote from: mate888 on September 10, 2015, 03:13:30 pm

Well...

well.. tomorrows friday. = no homewrork= speed = update of spring and summer with tons of pictures!

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 11, 2015, 09:45:51 am

This will be replaced with the report in em.... 4 hours :)

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 11, 2015, 04:00:52 pm

Has it been 4 hours yet?

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 11, 2015, 04:32:25 pm**

Quote from: Iamblichos on September 11, 2015, 04:00:52 pm

Has it been 4 hours yet?

More like seven, but the important point is that the turn has been running for two weeks and we have nothing resembling a detail so far. Gwolfsky said he'd have everything done by Sunday, but we're Friday and we have absolutely not heard anything about the year so far. When I get back from work tomorrow, I'll be grabbing the save and playing. I don't care which one it is, new one or Flame's.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 11, 2015, 05:01:04 pm

save:http://dffd.bay12games.com/file.php?id=11125 (http://dffd.bay12games.com/file.php?id=11125) report tommorrow. i think i dont have time for fortrs wth 10fps... maybe during a break...

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 12, 2015, 08:12:00 am

How far did you get?

And what happened to "am I the only one with a good PC my FPS rocks gnargnargnar?"

Title: Re: The Hastening of Doomforests

Post by: **Gwolfski** on **September 12, 2015, 08:45:35 am**

well, its probaqbly me opening he czverns f' uped the pathfinidng and apparently minecraft launcher insist on cresting new directories for every profile, abd i have a s@ton of thoe and the high sppeed was probavly just low memory usagw before minecraft launcher went

greedy

Title: Re: The Hastening of Doomforests

Post by: mate888 on September 12, 2015, 01:49:07 pm

Opening the caverns?

Oh God no.

Cyborg snails are coming...

Quick! Bring me a French cook and some butter!

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on September 12, 2015, 02:52:31 pm

Quote from: mate888 on September 12, 2015, 01:49:07 pm

Opening the caverns? Oh God no.

Cyborg snails are coming...

Quick! Bring me a French cook and some butter!

That. Was good. :P

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 12, 2015, 02:53:49 pm

i sealed them, but there is a path from one of the caberns to the surface... stupid weavers.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 12, 2015, 03:14:28 pm**

Soon we wont need food anymore. We will be above snails.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 12, 2015, 03:55:06 pm

Please don't kill everyone off. We've lived through fire, flood and snails - don't let it end here.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 12, 2015, 04:12:18 pm

to seal caverns: go to top(north) of map. find staircase . make sure all weavers have left caves. build floor over hole.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 12, 2015, 05:18:21 pm**

Quote from: Iamblichos on September 12, 2015, 03:55:06 pm

Please don't kill everyone off. We've lived through fire, flood and snails - don't let it end here.

Last time I did my best I ended up with a single dwarf. It can hardly be worse.

Title: Re: The Hastening of Doomforests

Post by: **Max**[™] on **September 12, 2015, 05:21:40 pm**

You could end up with half a dwarf I suppose.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 12, 2015, 07:59:05 pm**

There wasn't much to do in his office. Most of the books, he'd read twice over. He knew every engraving by heart. Their meaning, their details, even the texture had become familiar to him. TaupeII had insisted that most of his old items be placed here when they moved. The inquisition leader had other plans, sadly. Gone were the golden statues and weapon racks. His longbow was stashed unceremoniously against a wall, unused for a long time. A few times a year, he liked to pull the strings and fire a few arrows at random targets, to stay sharp; a futile endeavor, really, as the office was so small. He was more than ready for his promotion, and his agricultural reform had been revised over and over again in the last two years. All he could do was wait, until the dwarves' incompetence crippled their oversized and unoptimized fortress. He was the oldest resident of Doomforests by at least two years now. He knew what the place was like. he knew how to fix it. He'd spent most of the last decade *thinking*, instead of hauling, barfing, drinking and adjusting his sanity levels downward.

And in due time, it came. It was finally time. He heard the familiar footsteps of his secretary, Taupe III. She'd usually drop a few rolls of parchment, some maps, or new books under his door. He was expecting nothing more this time. But on this day there was no parchment, no tome, no food supply reports. It was purple.

"The Rutile Hat is yours, minister.

-Excellent. Please have my personal -wooden cage- ready by 3 pm. And make sure you give this list of golden decorations to our best smith.

-As you wish, minister. Or should I call you overseer now?

-I prefer prime minister."

At last. He turned to the leader of his cabinet, Phyllite Cabinet. "This is a grand day, my friend. I wish the doctor and Baby Minister were still here to see this!" Prime Minister Smunstu began gathering his most important files, documents and arrows. It was time to move to a bigger office...

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 12, 2015, 08:08:08 pm

He's not the oldest. As I staTed during my turn Frankensteen is the eldest by over a year.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 12, 2015, 08:32:10 pm**

Quote from: Iamblichos on September 12, 2015, 08:08:08 pm

He's not the oldest. As I staTed during my turn Frankensteen is the eldest by over a year.

Yes, but Smunstu knew the girl under the name of Engraver Guy. This will play into the story later. I'm not saying that it pays to know influent people, but Frankensteen is now...

<u>Spoiler</u> (click to show/hide)

Our Minister of Arts and Culture.

I plan to release a daily update, each covering a full month. More on my off days. The big question is, should I play for like the year that remains, or finish this one and then play a full one right after? Two weeks should be enough, I went through a year and a half back then in a week. I'm not saying I have long term plans that could become hilarious given enough implementation times, but let's just say I hope Smunstu gets a vote of confidence and gets re-elected for a second turn.

No update tonight, as I'm busy trying to process what the fuck you guys have done to the place. Like, the screen opens on a cemetery containing:

- -- 2 random dwarven coffins
- -- As many caged goblins
- -- Three forbidden cut gems
- Thirty spider silk webs (half of them forbidden, the rest isn't)
- Three llama skeletons
- -- A placed bed
- -- Three chains, presumably used to chain the llamas there for... reasons?
- -- A direct access to the caverns
- -- Another corridor travelling the size of england before leading anywhere

There are so many questions, and too few existing words in the combined languages I speak to formulate a coherent and satisfying answer to them.

<u>Spoiler</u> (click to show/hide)

It's such a mess, even the fucking earth is screaming with its whole being.

Title: Re: The Hastening of Doomforests Post by: **Max**[™] on **September 12, 2015, 08:32:36 pm**

Then Frankensteen needs to learn what [SNAIL NOISES] sound like, also "wish the doctor and baby minister were here" rather than hope, I think?

Title: Re: The Hastening of Doomforests Post by: mate888 on September 12, 2015, 09:47:32 pm

You know, that time when you see that the only sane person in a dwarven fort is a goblin, and that that goblin is now the overseer of said fort, is when you notice that it was a good idea to invest time on Doomforests.

Title: Re: The Hastening of Doomforests Post by: **Max**[™] on **September 12, 2015, 09:56:05 pm**

Every time I see that sig I laugh and then laugh that I made me laugh.

Title: Re: The Hastening of Doomforests Post by: Taupe on September 12, 2015, 11:05:42 pm

"What do you mean, my office isn't ready?

- -There seems to be some confusion, right now.
- -Confusion.

-Yes, nobody knows what happened during the last months.

-I see. Well, have the office prepared as soon as possible, and make sure the miners choose a non-retarded location. Something that's not above a pit of lava or inside a forgotten beast belly. If they can't find anything, just give me the golden room. -Right away sir.'

Before the secretary leaves, Smunstu hands her a small parchment roll. "Get me the dwarves on the list. Let's hope everyone plays their role well." A few hours pass, before Pencil_Art arrives, leading a group of misfit dwarves.

Spoiler (click to show/hide)

Conduct Meeting Pencil_Art' Unâllolor, mayor

Pencil_Art begins the meeting, explaining diplomatically why a goblin, of all things, is now in charge of the fortress. Had Smunstu or his secretary made the announcement directly, it may have shocked many a soul. Pencil_Art, however, was quite the diplomatic and beloved fellow. His social skills once managed to thwart and surpass the mental influence of a vampire residing in the fortress. By the end of a long, passionate narrative, the meeting room was left without a doubt: Smunstu was the new Overseer. Truth be told, the dwarves present in the meeting room had already been persuaded individually, and Pencil_Art's performance was mostly meant to officialize the deal, and shake any doubts some of them may still have. Once most of them stood up and agreed, it was too late for second thoughts.

His secretary had spent the last year slowly working up Pencil_Art to the idea, often speaking favorably and nostalgically of her predecessor. She often reminded the mayor that she, a mere replacement, could never replace the dwarf who single-handedly salvaged the fortress from a giant snail monster. She left subtle cues that she was only fullfilling her duties as chief Medical Dwarf thanks to the guidance and expertise of Smunstu, the late doctor's most trusted friend. The second snail attack saled the deal. If the mayor had his doubts before, the coming of Snustrok's son to Doomforests convinced him that an overseer who'd faced their enemy before was a ood idea, goblin or not. Hell, he'd seen worst dwarves take up the job.

Spoiler (click to show/hide)

Within the last season, she was disgusted after being nauseated by the sun. She was irritated to be wearing old clothing. She felt satisfied at work. She felt admiration near a completely subline Well. She felt satisfied after producing a masterwork. She felt pleasure near a fine Table. She felt pleasure near a fine Table. She felt pleasure near a fine Table. She felt pleasure near a fine Table she she was blissful after sleeping in a very good bedroom. She was blissful dining in a legendary dining room. She felt pleasure near a fine Table she she was blissful dining in a legendary dining room. She felt pleasure near a fine table she felt pleasure near a wonderful Bridge. She was slissful dining in a fantastic dining room.

She is married to fithel Wheeledbored and has two children: Urist Canyonshocks and Rakust Postdiamond. She is the daughter of Tulon Motcharrow and Mafol Wheelemeralds. She is a casual worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of Tunur Playgids and a worshipper of Odur the Beard of Perivinkles, a worshipper of T She is thirty-six years old, born on the 22nd of Limestone in the year 1030. beyond recognition. Her right lower arm is mangled beyond recognition. Her left upper arm is mangled beyond recognition. Her right upper arm is mangled beyond recognition. Her right upper arm is mangled beyond recognition. Her left to the search of the s giant eagle and bayberry wine. She absolutely detects bark scorpions.

She has a good kinesthetic sense, but has the same far walls, as it is a supply to be of the highest ideals and celebrates talented artisans and their masterworks, has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that bonesty is a high ideal, greatly respects artists and their works, really respects those that take the tine to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values nature and values tradition. She dreams of raising a family, and this dream was realized.

She relies on the advice of others during decision making. She feels strong urges and seeks short-term rewards. She takes offered help and gifts without feeling particularly greateful. She doesn't mind wearing something special now and again. She likes to keep things practical, without delving too deeply into the abstract. She isn't particularly curious about the world. She often feels envious of others. She has little interest in joking around. She sometimes acts with little determination and confidence. She lives a fast-paced life. She has an active imagination. She is not particularly interested in what others think of her.

Engraver Guy, now known as Frankensteen, was also a friend of the mad doctor, and owned him his life. He remembered the snail's attack, and how the carnage left nobody standing, save for two dwarves and a goblin. Smunstu and he hadn't seen each other in a while, but surviving the attacks of Snustrok and Supergoat left a strange bond between them. His role as a survivor was often dismissed, as people mostly remembered the deeds of TaupeII. But the goblin knew the truth, he knew Frankensteen's importance. "If I ever get the rutile hat, I swear old friend, you will be known thorough the fortress. People will regard you as the autority in Arts and Culture, just like the fabled Atir Idsanad who engraved the early parts of the fort before you."

Spoiler (click to show/hide)

Relationships of the Minister of Masonry 'Longshanks' Tomêmåblel Domas Nomurdim, Hammer Lord Ber Alodsarvesh Only Daughter lral Nokimenkos, Marksdwarf TechnoXan2' Kolsôd, Metalcrafter Miss Taune III' The Petalcrafter Father Sazir Adilesesh èrith Eralauéd Nish Kodorbesmar Endok Kosothakrul Unib Legonfeb Younger Sister
Maternal Grandfather Mörul Kidetlibash Rakust Zasdallith Olin Mothdastsazir v: View ESC: Done Shift+ESC: Back to Main z: Zoom 8293: Scroll

Longshank was one of the tougher nuts to crack. He was new around, and understood little of their history. He saw the mess that Doomforests was, but rightly doubted that a goblin of all things was the key to their problems. Thankfully, Miss Taupe III was his grandmother, and knew exactly what to say.

"You are not so different, you and him. Both of you have been stuck in the middle of a disaster, dealing with it as you could, surviving. He sealed our farms and protected our fields, securing our crops from his own kind, keeping us fed and drunk. You built a tower, and walls, to keep us safe.

- -He's a *goblin*, grandma!
- -Yes, yes he is. And what are you?
- -I'm Longshank, I'm a mason and an ex-overseer.
- -Well, yes of course you are, but nobody seems to remember. Overseers come and go. You've done all you could for this fortress during a year, but now they threat you like anyone else. Hell, you don't even have a custom title.
- -I don't see how naming a goblin will solve that!
- -Smunstu wants to decentralise power. He has been in charge of agriculture for a long time, and he knows that spreading tasks around and putting a competent person in charge will lead to sounder results.
- -Well, I guess we have been alright on the food front but still...

FPS: 100 (49)

-Smunstu knows you saved this fortress, and worked wonders to improve the infrastructure. He values your experience, and your talent. He wants you to continue your good work, as a leader. Once he becomes overseer, he'll rise you to Minister of Masonry. That's more permanent than an overseer title, I tell ya. People will respect you. All the masons and miners will work under you! -Ok, but only if I can get a less dumb name for it."

Spoiler (click to show/hide)

```
Relationships of the Minister of Engineering 'TechnoXan2' Kolsôd
Longshanks' Tomêmåblel, Minister of Masonry
Nish Kodorbesmar
                                                                                                                           Wife
Eldest Daughter
Youngest Daughter
Mother
Father
Paternal Grandmother
Mish Rodordesmar

Mish Rodordesmar

Mish Rodordesmar

Sazir Adilesesh
Uabôk ònulekzong
Edëm Inodtishak
Olin Mothdastsazir
Reg Udistkol
Limul Zimkelsolon

MrBlacksmith' Zonrabed, Blacksmith
Zulban Uutokònul
Lòr Koltulon
Udib Gósmerònul
Ber Sosadducim
Ineth Odgúbkol
                                                                                                                            Older Sister
                                                                                                                            maternal Grand
Younger Sister
Younger Sister
 z: Zoom
8293: Scroll
                                                                                                                      ESC: Done
Shift+ESC: Back to Main
```

TechnoxanII was miss Taupe III's son, and Longshank's father. His crundles were weak, damaged, scattered. The inquisition was tracking the last few ones, and soon his wonderful projects would be no more. It was just too easy.

to denounce him, and he got elected, then surely he'd be on Mate's side.

- -That treacherous scum, he killed so many of my crundles!
 - -Careful, son! Talking about the inquisitor like this could be dangerous. If he has the overseer's support, he has the army on his side too... You don,t want to end in jail.
- -Does he think he's so clever? He's just a dumb, angry violent dwarf who doesn't understand anything! Well I'll beat him to it! If I declare for the goblin minister first, then Mate won't be able to get him on his side! I can even ask for a ceasefire against my crundles. I'll even get the mechatechnosect recognized as the ONLY certified mechanics of the fortress if I play my cards well.

 -I'm so proud of you son, you are so smart!"

Then she went to His Heirless Holyness and gave essentially the same speech in reverse.

Spoiler (click to show/hide)

```
Psychonngel II' Kirarèzum, Health Inspector
Ber Vabôkkeshan, Markedwarf
Zuglar İngizumril
Zeron Oborigër, Dwarven Child
Teron Oboriger, Dwarven Child
Teron Oborigër, Dwarven Child
Teron
```

Eden was the trader. Despite Doomforests' shaky militia and gruyere-esque defences, caravans were still coming in and out of the fortress undisturbed. The broker knew why that was: Smunstu was the heir to a mighty goblin tribe, or something. So long as he remained safe inside their walls, then the goblins would not attack them. Well hey, if the little bugger was the key to that impossible peace, then why not make sure that the goblin feels at home here, and won't escape given the chance?

Spoiler (click to show/hide)

```
Sigun Imikingish
Lokum Eralbabin
fton Cattenamud
Fral Frarèrith
Rakust Cogatir
Sodel Sodel Shidok
Ast Likotkib
Adil Rosatrith
Sigher Rahelisid
Olon Otilducin
Reg Akrulungòb
Fikod Olonam
Catten Geshudzuden
Mûthkat Ugoshducin
Rosoth Ethabàs Tîrdug Bothon
Nish itebkurel

2. Zoom
Separatrich
Sigun Imikingish
Mother
Father
Father
Father
Father
Paternal Grandnother
Paternal Grandfather
Pate
```

He hated to admit it, but their soon-to-be-promoted general knew that to be the truth as well. For good or ill, little Smunstu was the key to the lack of goblin hostilities. He was still rebuilding his squads after the disaster with Snustrok's son. Now was not the time to risk war with the goblins. He'd support Smunstu if that meant one more year of undisturbed training for his recruits.

PsychoAngel was the broker's wife, and nobody really cared about her. When she heard that Smunstu wanted to acknowledge her title as Health Inspector, and actually let her do official health inspections, she was immediately on board.

As the mayor finished his speech, the dwarves stood up and applauded. Phyllite Cabinet was missing from the event, as the Prime Minister knew this would probably undermine his credibility. He recognized the inanimate object as a friend and confident, mostly out of loneliness, but was still sane enough to recognize it as non-sentient. Still, he often addressed the cabinet, to honor the memory of his old friend the doctor. He was also getting fond of his new secretary. At first she seemed like just a generic replacement for an invaluable dwarf, but he expertise and subtletly in preparing his rise to power left him with a very good impression of her. respect, he'd even call it. Miss Taupe III stood up and passed each dwarf present a roll of parchment, containing instructions and charts.

"Now, I'm glad to have all of you here. I believe that in time, and with enough effort, we can turn Doomforests into a productive, well designed and socially-adapted fortress. In fact, if we all try hard enough, and work our best, we could even become the Capital! A marvel of dwarven history and bravery, standing to the test of time. A haven far away from this senseless war that tears our two people appart. There will be a reform. In fact, when historians read the history of this year, they will simply see "Minister Smunstu's government reforms Doomforests". You will be a part of this, and history will remember you as grand dwarves, leader and experts in your field.

Before we can begin with the reform, tho, we need to do one important thing: understand exactly what the fuck is going on here. You each have a roll of paper with instructions on them. By next meeting, I want each of you to know at least coherently where we stand regarding your assigned field of expertise.

Meeting dismissed."

* * * * * * * * * *

There will be a lot of "Browsing things and pondering about what the hell I should do, and how the fort is doing", so that's now actually canon. I started giving custom titles to some dwarves, and then I noticed that a lot of them were conveniently connected, especially to the secretary herself. From there on the rest wrote itself.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 13, 2015, 08:06:29 am

Quote from: Taupe on September 12, 2015, 08:32:10 pm

Quote from: Iamblichos on September 12, 2015, 08:08:08 pm

He's not the oldest. As I staTed during my turn Frankensteen is the eldest by over a year.

Yes, but Smunstu knew the girl under the name of Engraver Guy. This will play into the story later. I'm not saying that it pays to know influent people, but Frankensteen is now... Spoiler (click to show/hide)

Francaston Pitching, Piranenton Pitching,
Our Minister of Arts and Culture.

I plan to release a daily update, each covering a full month. More on my off days. The big question is, should I play for like the year that remains, or finish this one and then play a full one right after? Two weeks should be enough, I went through a year and a half back then in a week. I'm not saying I have long term plans that could become hilarious given enough implementation times, but let's just say I hope Smunstu gets a vote of confidence and gets re-elected for a second turn.

No update tonight, as I'm busy trying to process what the fuck you guys have done to the place. Like, the screen opens on a cemetery containing:

- -- 2 random dwarven coffins
- -- As many caged goblins
- -- Three forbidden cut gems
- -- Thirty spider silk webs (half of them forbidden, the rest isn't)
- -- Three llama skeletons
- -- A placed bed
- -- Three chains, presumably used to chain the llamas there for... reasons?
- -- A direct access to the caverns
- -- Another corridor travelling the size of england before leading anywhere

There are so many questions, and too few existing words in the combined languages I speak to formulate a coherent and satisfying answer to them.



Hooray, you found Grandpa's necromantic playroom! Get a gold star out of petty cash.

What the hell did you do to Frank? Good lord... to the doctor! Posthaste!

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 13, 2015, 09:30:16 am**

Syndromes no doubt.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 13, 2015, 09:47:32 am

moght be related: a farmer randomly suffocated while cleaning.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on September 13, 2015, 10:11:22 am

The writing of Smunstu's character has to be some of the best I've seen in a while. Just so as long as we have the proper materials for cleaning up the place, I will stand by the Prime Minister. By the way, do we have a Minister of Health and Safety? That seems like a title that could be worth mentioning. Especially with the apparent syndromes going around. Considering we have a family of soapers, that should be an easy role to fill. ;D

I would also like to point out that almost everyone who has had an overseer seat in this fort has sigged a saying of an other overseer.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 13, 2015, 10:38:25 am

Damn it, did someone fuck up the tileset again?

Title: Re: The Hastening of Doomforests
Post by: Senshuken on September 13, 2015, 10:44:18 am

Out of curiosity, is there currently a Senshuken in the military? I don't recall if we need a replacement or not.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 13, 2015, 11:57:46 am

Quote from: TheFlame52 on September 13, 2015, 10:38:25 am

Damn it, did someone fuck up the tileset again?

i got it in phoebus.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 14, 2015, 07:32:56 pm**

PsychoAngel sat across the desk, his report in one hand, a bar of soap in the other. It smelled like crundle. Should soap smell? Doesn't that defeat the whole purpose? The Prime Minister dared not to ask.

"Are these numbers correct?

-Yes, my dear Prime Minister. Sixty-four bars of soap. Six units of ash. Twenty-three urists of lye, all of which forbidden."

The Health Inspector seemed unhappy about this. Smunstu was about to ask how many bars would be acceptable, but he knew the answer would probably be a ridiculous number. Still, infections and war injuries could deplete their stocks quite rapidly. Given Doomforests' history, that would not do. Thankfully, doom and forests were the prime ingredients of soap.

"I'm told that you have produced zero bars of soap yourself so far. This will not do. Obviously, past overseers have disregarded the importance of cleanliness and health in this fortress, which is a shame. Thankfully, you are the dwarf we need. Tallow and wood are in no short demand. Take what you need, and make sure our stocks are at 200 by the end of the year, with half as much raw materials secured by the end of this year.

-It will be done, sir! I will honor the name of PsychoAngel and become a world-renowned soaper!

-You'll be more than this if you play your cards well. I've heard of someone choking in the hallways last month. we need to know if a sickness is incubating in Doomforests. Find out what's happening, and I'll name you... Minister of Health and Safety!"

Spoiler (click to show/hide)

	FPS: 100 (49)
Work Orders	Left Validate
Make soap from tallow Make soap from tallow Make Lye Make Lye Make Ash Make Ash	30/30 X 30/30 X 30/30 X 30/30 X 30/30 X

And with that, PsychoAngel was off. Sixty soaping jobs were queued in the Health department. The next appointment was a disgruntled brewer.

Spoiler (click to show/hide)

"People can be so angry, and I just don't understand it."

"People can be so angry, and I just don't understand it."

"Over the long term, 'bark Iwo' Ulsesthornek has been under a great deal of stress. Within the last season, he didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die. He didn't feel anything after seeing a nagma crab die he satisfied a vork. He was interest of hear after seeing a nagma crab die he didn't feel anything after seeing a nagma crab die he didn't feel anything after seeing a nagma crab die he didn't feel anything after seeing a nagma crab die he didn't feel anything after seeing a nagma crab die he didn't feel anything after seeing a nagma crab die he didn't feel anything after seeing a nagma crab die he felt sature. He was interest of the sature of

The strange and charismatic man had asked for an interview as soon as he heard the rutile hat had switched heads.

Spoiler (click to show/hide)

Food Stores: 14944

Meat 300 Seeds 1358

Fish None Drink 111

Plant 3990 Other 9185

"Sir, our head brewer Stukos is endangering this fortress. Despite the 7 thousand plump helmets produced by your agricultural plans, our alcohol stocks are at critical low.

-Yes, very disconcerting. It seems that this Stukos is more concerned with stockpiling mushrooms than he is with brewing them.

Spoiler (click to show/hide)



- -So true! I myself have tried to reason him, but he replied by dispatching me on bucket-carrying chores across the whole fortress to silence me.
- -I'm glad you brought this matter to my ears, dwarf. Clearly this Stukos is mad, and should be moved to a less critical area of the kitchen.
- -Yes, without Stukos around we brewers could produce over a thousand drinks by the end of the year.
- -Interesting. I'll make you a deal. Prove to me that you can double that number by reorganising the brewing department, and I'll name you chief brewer.
- -It will be as you ask, altho we brewers are almost like a clan, so I'd prefer the title of Klan-master.
- -I don't care about syntax, i only care about result. Do not make me regret this."

On that, Dark Two was gone, as silently as he entered the room. "Miss TaupeIII, please have a brewer named Stukos Pinkpaddle relocalised to butchery and tanning by tomorrow."

* * * * * * * * *

Spoiler (click to show/hide)

FPS: 188 (58)

Owned Objects: 15

Holdings: Decent Office Great Bedroom Decent Dining Room 3 Chests Needs: Dining Room 3 Chests Needs: 1 Chest Needs: 1 Chest Needs: 1 Chest Needs: 1 Chainet Needs: 1 Harnor Stand Needs: 1 Armor Stand Needs: 1 Armor Stand Needs: 1 Great Needs: 1 Armor Stand Needs: 1 Great Needs: 1 Armor Stand Needs: 1 Armor Stand Needs: 1 Armor Stand Needs: 1 Kest Needs: 1 Armor Stand Needs: 1 Armor Stand Needs: 1 Kest Needs: 1 Armor Stand Needs: 1 Armor Stand Needs: 1 Kest Needs: 1 Armor Stand Needs: 1 Kest Nee

The search party was a success! Major Doran's file, of Homeland security, reported her missing in action. She'd been the wife of the previous overseer Shortshanks (not to be confused with the largely different Longshanks) and got locked into the caverns during the assault of Snustrok's son. Clearly the files were not up to date, as she now stood in his office, in full uniform. A messenger found her praying in the suspended garden statue, and summoned her at once. The minister still remembered their previous meeting. She'd been invited to a private event, after they found out the then-named captain of the guard was still alive, despite her file saying otherwise. as such, she missed the main reunion led by Pencil_Art. The bad news is, she wasn't warmed up to the idea of a goblin leading Doomforests beforehand, unlike the others. The good news was, it was too late for her to go against the idea. Smunstu was confident that he could win her to his cause. They shared a common trauma, after all.

"You may have heard that I was recently promoted to Prime Minister of this fortress. This probably seems weird to you, shocking even. You've heard the tales about my kind. Of kidnappings and endless sieges, war and carnage. Our young goblins also get to hear similar tales, gruesome stories about their fellow greenskins being assaulted and tortured by murderous animals in arenas, for the entertainment of dwarves. I've spent some time here, amidst your kind, and I find such stories to be... wildly exaggerated. not akin to how every dwarf I talk to swears he hates the elves more than anything else, yet happily trade with them every spring and share stories about the world. No, what I've found here is much worse and terrifying than any racial rivalties that may tear us apart. You've seen it too."

Doren had been listening with caution. Every part of her brain told her to be wary of goblins, especially one so bold as to walk openly in a dwarven-crafted office. Her expression changed all of a sudden, shock and anger, then fear. "The snail" she whispered with an almost childlike voice. She told him of the horros she had withnessed, the friends she had lost. She whispered of the [SNAIL_NOISES]. Then smunstu offered her the finest wine Doomforests had to offer, and began a tale of his own. Of lone dwarves stuck inside a lever room, with bodies piled into a barrack turned into a hospital. Of the hospital turning into a morgue. The tale went on for almost an hour. few of the new migrants had heard of this story in details, now that the old Mad Doctor had passed away. By the end of the tale, and of the wine barrel, Doren was all hears, ready to defend the fortress against future creatures of nightmare. She was impressed by the tales of the legendary hero Senshuken, who faced Snustrok heroically. She asked to know more about the soldiers who took upon the name, and took good note of their deeds. Of senshuken II who was a bonecarver who was visited by the ghost of the fallen and took over his title. Of Senshuken III who was known as the Swordleader, and of Senshuken V who followed in his tracks, not forgeting Senshuken IV the Unruly, who forsake the sword to become a spearmaster. Once she knew everything there was to know, she chose to continue the tradition.

"Major SenshukenVI, your expertise in cavern survival is unmatched. Let's put it to good use. By the end of the month, I want to know of every cavern access that are, and once were. Any hairpin-sized hole you find, you will report to Minister Longshanks, so his department can take care of them. You'll also give a copy of all access points to TexchnoXanII, so his engineers can visit every bridge and lock to make sure they comply with ministerial standarts of quality and shit-containment. I'll also need a list of the cavern's creatures, as exhaustive as you can get make it.

Once this is done, I will have a very important job for you, maybe the most crucial of all. Our general will be drilling troops, but I've been told you lack any squadmates. After your survey of the caverns, I want you to schedule training for each important dwarf of this fortress. Have them master dodging and increase their agility. teach them how to escape grapples, and hamstring pursuers with misc objects. They are too valuable to send into any fight, regardless of situations, so the squad will be immediately diasbanded at the first sign of trouble. The ministers should not enter any fight, but if a fight comes to them, they should be able to repel themselves and run to safety. You will also brief them on the various waypoints and safe areas of the fort, and schedule emergency drills. Make sure they know which treacherous, counter-intuitive set of forgotten corridor they should take when trouble arises."

Title: Re: The Hastening of Doomforests

Post by: Drazoth on September 15, 2015, 11:51:44 am

Nice writing Taupe.

Journal of Drazoth III:

So many years since my return to this fort. So many years of waiting, of testing, of searching. My bone constructs got scattered everywhere during the fighting between the Inquisition and the MechaTechno. They hid, as per my orders, and I finally got around to finding them. Then came the tests. The gifts that the Dark One gave me all those years ago. Now I know their secrets. They shall me most helpful in my plans. Then came those few months that nobody seems to be able to remember. Perhaps there was a booze shortage and we all got hung under. Or maybe it was Nifh, or the necromancers at SanctumCoal. No matter. At any rate, Minister Smunstu has the purple hat now. I guess I should refer to him as Prime Minister now. The time has come for me to get back to work on the plan. I think that our new Prime Minister will be able to help greatly. He shall make DoomForests great, or at least put it on the right path. Then, in time the hat shall return to me. Once it does, not only will DoomForests begin to take it's proper place, I shall make certain that my family does as well. Then, the REAL plan can begin....

Title: Re: The Hastening of Doomforests

Post by: Dark One on September 15, 2015, 02:02:31 pm

Journal of Dark Two

The First Entry

My name is Monom Ulzestbomrek. In my childhood I was living in Rampartglides, where I spent days happily working in brewery, butchery and plump helmet farms. From those three I like brewing the most - I could brew the whole day, distilling various beverages and learning about alcoholic properties of random plants. I always dreamt of crafting a masterwork. Many dwarves dedicated their lives for masonry, carpentry, craftsdwarfship or metalsmithing. However, I wanted to achieve my dream another way. I spent hours on planning and bringing my ideas to reality. According to my research, changes I have made to our stills would boost the booze production to extreme levels! The only problem were other brewers - they never wanted to listen! They told "We're the elite of brewers in this part of dwarven empire! We don't need any changes to our stills to keep the booze stockpiles full!" My modified still was destroyed, and I was degraded to butchery works!

Around 1061 or so I received a letter from my younger brother, Mate the 880th, and my beloved niece, Mate the 888th. They wrote me about a place of chaos and despair... halls cluttered with bones, ashes and rotting flesh... a place frequently visited by snack-hungry forgotten beasts.... but also about a home of absolute freedom, where an ordinary carpenter, mason or farmer after a day of usuall work turn into insane necromancers, vampire worshippers or inquisitors. This was the freedom I needed to bring Brewing Revolution to life, and my family was there too!

It was then that I have decided to leave Rampartglides and settle of Doomforests. My first impressions of this place was: A crundle ridden hellhole. Now I know that a hellhole, even if crundle ridden is a much more pleasurable place to stay. I don't regret this decision though.

As soon as I reached the stills, I presented my notes on modificating the stills. The group of brewers split up between conservative dwarves and revolutionists. However, the situation resolved itself when the butchery industry was in dire lack of working force, so I was assigned to butchery again.

The present day

I still remember the day when overseer assigned me and my followers to butchery duty, and I still remember the argue between my group and the conservative brewers. With The Overseer Rutile Hat changing it's owner again, I can go back into brewing, and raise my rusty skills to acceptable levels again. I did some reconnaissance while working in the stills, and I noticed that they were working with all the brewing power that unmodified stills can work with, but nearly 75% of final product was missing! This was weird, and the Chief Brewer Stukos blamed the low quality of plump helmets grown in local farms, and a barrel shortage.

Upon further inspection of farms and carpentry workshops, we have noticed that the plump helmets produced in our farms are in fact a high quality product that can be used in the most complicated alchemical concoctions! There was also the fact that the fortress has got plenty of highly skilled carpenters! It was obvious that Stukos is the source of missing booze problems. With all the knowledge I have gathered, I decided to visit the current overseer.

When I reached the office, someone was already inside. When he was going out of the office I recognised that dwarf as PsychoAngel. I don't know what he wanted from the overseer, but surely there's some soapy intrigue involved with it. Then I entered the office and quickly moved to the point - Stukos, missing brew, and the foundation of Order of The Ale, officially accepted by the overseer, with me as the Klan Master!

I went back to brewing area, thinking about all the modifications I can do to our stills. And since now I'm in charge of Alcohol Industry, only the overseer can stop me... and this is highly unlikely since he's more interested in results than the way they were achieved! If only I could proceed to do all the changes needed without any interruptions, I can achieve the goal I set myself - brewing over two thousand drinks during the reign of current overseer.

As I reached the stills, I saw Stukos dragging a wheelbarrow loaded with barrels of dwarven ale into a secret passage. He opened the gate and dissapeared in a dark passage covered with cobwebs. I immediately proceeded to sneak behind him all the way to a strange chamber. It had traces of wild fires burning in it, burnt skeletons and torn notees scattered around a huge stockpile of empty barrels. Stukos left the wheelbarrow and started to drink the ale hastily. I saw regret in his face... I entered the room, and picked up one of the notes. After reading it I came to conclusion that it was torn out of a journal of some necromancer-cult leader called Dark One. Thinking about all the horrifying deeds that were written down in that journal gives me a strange feeling, as if someone stabbed me with a dagger and twisted it in my guts. Stukos cried when he said:

- Now you know where most of the fortress booze ends. I... I have... I found this place a few weeks ago, looking for a new place to stockpile our final product. Then I found this burnt chamber with a journal of some sort lying in the middle of it. Strangely it was the only thing left after the fire raged here before. I started to read... All the horrors of Doomforests that were hidden from our ignorant eyes opened to me in one second, leaving my soul shattered and my mind crippled for the end of my life... I couldn't... Booze was the only thing that could soothe the pain...

Stukos charged at me, and forced me to leave the chamber. He sealed himself inside, and after a while I smelled booze in the air. He shouted:

- Run Monom! Leave this madness behind you!

I heard strong hissing, and then something exploded. The force of shockwave pushed me back from the gates of chamber... Stukos was no more. I decided to go back to the stills and called for all the brewers. I presented them with the new organisation they were part of - Order of the Ale. As a Klan Master I had to choose myself a new name. Somehow that journal came to my mind, and I said to the brewers:

- I am Dark Two, Klan Master of the Order of the Ale, and soon to be the Chief Brewer of Doomforests. With my guidance, we'll make those stills work with unspeakable power, producing barrel after barrel of various beverages. This is our chance to become the elite of brewers! The Order will prevail!

Title: Re: The Hastening of Doomforests
Post by: Taupe on September 15, 2015, 03:27:47 pm

(Nicely done, you two! Also, the fucking stock screen is laggingn while the game is running at 27 fps. It takes five seconds of downtime whenever I pass over the cloth section. This is a special fortress. Also also, I just read a hundred pages of Syrupleaf recently, which may have inspired the disjuncted narrative bits, instead of the clear monthly reports I had in mind initially)

* * * * * * * * *

- "What do you mean, it's *missing*.
- -Sir, I have no idea where...
- -Find it.
- -I looked. Everywhere. I even consulted the official record books, the journals, everything. It's gone. Nobody has seen it in the recent years. I even went back to previous files about Doomforests, to make sure it didn't disappear in the last months.
- -There has to be something left.
- -Not... not if lava swallowed it, sir. Then there would be no trace.
- -You damned dwarves and your obsession with destroying things...
- -Should I... tell everyone to cancel their current assignments?
- -NO! No. That would just be a waste of resources. Everything is already in motion, we'll just have to tweak things a bit. You deal with the next meetings in my stead, I'll need to overhaul the farming division again. "

* * * * * * *

The general sat in her chair, twisting and crossing her legs. Edêm was a ranger by profession, and they hardly stodd still for too long. The threads of politics and bureaucracy made her uneasy. She stared at the secretary before saying:

"Where is the Prime Minister?

- -He is currently unavailable. I will be discussing the matters at hand with you. A treacherous dwarf has been hoarding and sabotaging the booze distribution, and Minister Smunstu is busy handling the aftermath. better not disturb him, unless we want to skip our next mug of ale.
- -Hum, yes, I suppose. I have the list of our soldiers right here. Three squads, all of them full.
- -What are their status? Could they defend the fortress against a snail at the time being?
- -The Constructive Cups have trained long and hard, and they are now masters of their chosen weapons. I'm currently training a group of marksdwarves. Militia captain Ast Oddomlikot is forming a new batch of recruits.
- -So 10 able soldiers and 20 on the way. However, your own squad currently contains Major SenshukenVI, who is bound to detach herself from the Large Picks and attend other duties. that puts us at 29 soldiers.
- -That is exact.
- -Most of them still untested in battle.
- -Well, miss, I'll have you know that being tested in battle and living to tell the tale is a strange and difficult experience here is Doomforests.

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Citizens (126) Pets/Livestock (69) Othere (39) Dead/Missing (1717)

**Edition**

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-True. Here's a list of creatures stalking the caverns, and associated entrances. Try and give the soldiers some first-hand training. Keep in mind, Minister of Engineering TechnioXanII requested a no-crundle agression clause as part of his cooperation. For now, the list safe opponents are mostly Dralthas and magma crabs. Major SenshukenVI will keep you updated on any new creature, so make sure to give the freshest troops some combat experience appropriate to their level. Keep our elite troops on standby near the used gateway into the caverns, to avoid any surprise or sneak attacks.

-That seems reasonable.

-You will also select 20 additional recruits once we receive new migrant waves. anyone who claims to be a peasant, a hauler by trade, or has some combat qualification should be drafted. In the meantime, try and identify four weapon masters from our elite troops who will be promoted into squad leaders. Their expertise will greatly speed up the drilling process.

-I will need equipment. The state of our gear is definitely not what it used to be, what with steel and all, but 20 more soldiers will spread our ressources.

-Glad you asked. The metalworker Flame has been informed that she is to be made quartermaster. She will respond to you, and be in charge of any equipment request. She will also personally craft the new steel suits of armor.

-Excellent! I will request 40 quivers, backpacks and flasks. 30 additional steel suits too. This fortress is large, and things get misplaced. the last thing I need is for my guys to spend two days looking for the last pair of steel greaves instead of joining a fight. I say, ten spare sets of full military gear is a good idea. There's also a few used and damaged leather items I'd like replaced and dumped in lava when we have a chance.

-Excellent. Quartermaster Flame will also supervise the metal industry, to ensure that the flow of steel bars and melted equipment does not go stale.

-Well, if that's all, miss TaupeIII, I'll be leaving. Don't wanna get my crossbow muscles rusty, heh."

* * * * * * * * *

Flame was in a serious discussion with the miners. Apparently they were used to dealing with the overseer directly. Answering to a smith was uncommon.

"Well, ma'am, usually we just drink booze until the overseer comes with his big ol' purple hat, and tell us to dig random tunnels. sometimes it's a big giant room, and people forget about it after a year and we spend the next year just hauling the rocks from that room to the stockpiles, until the new overseer tell us to dig an all new fortress sumwe're.

-Do you seriously think this fortress needs any more redundant digging?

-Well hum, I ain't in charge of the where, I just do the diggin' is all. Plus I get maybe the new Prime ministr'seer busy half the time dealin' with bein' sober, what with bein' a goblin an all. But I assumed we'd be working under that dude Longshank. Mining and masonry are basically the same thing.

-No, you dimwits, they are actually the exact opposite. Mining is creating holes everywhere, and masonry is patching those holes to make sure a fucking monster doesn't kill us. And you guys have dug an awfull too many holes, so we also need arms and armors to deal with them monsters. So we need metal. That means we need hematite, and we need flux stone."

She laid out the plans of Doomforests before them, as clumsy and vague as they were.

"See, you can find a lot of flux stone between astville and Old Doomforests. We won't have to open any caverns, just dig a few veins starting from the central staircase and following them. You'll be focusing on large veins, and important stones. digging a few spare gem clusters is fine, creating a 10x10 square everywhere just to "See what's around" is a big no.

-Ma'am, that's called exploratory minin', where's ya sense o' discovery?

-If I wanted to be an adventurer I'd be outside travelling to Datetatooed or some other dumb place. We need flux stone, and we need hematite. If you dig anything other than that, I swear I'll make you haul it without a wheelbarrow. Or worse, make the next armor suits your size, and tell the general that mining has made you beefy enough for military duty.

-Aye, aye, ma'am, I get it now. no tunnels leading nowhere, no giant rooms, no digging orthoclase just cause it looks like gold, just hematite and chalk.

-Good.'

She'd still need some charcoal. They had 200 bars of iron, 9 chunks of hematite, and about 70 charcoal lumps. They'd need 130 more to convert all the iron into steel, which was a no brainer. steel was always superior to iron, and worth more anyway. She told one of her apprentices to unforbid some logs and have the haulers bring it inside. The idlers went down by ten in an instant. Now she just needed to convince PsychoAngel that the wood furnace should be used for charcoal, not ashes. She'd talk to the Prime minister about splitting the wood furnaces into two departments...

Title: Re: The Hastening of Doomforests
Post by: Iamblichos on September 15, 2015, 04:26:59 pm

Looking for this? *innocent look*

Quote from: Iamblichos on August 23, 2015, 12:16:09 pm

Overseer's Log - Winter 1064

Well, it's been quite a year. I'm over me upset about the news, but I'll tell you all right now, don't ever, ever, EVER keep a secret like that again from someone in the purple hat. To think there was one o' them bloodsuckin' beasts hidden in the very walls of the place! Fair makes m' flesh crawl! We'd all be murdered in our beds, and all you lot would say is "oh, we forgot". Same as you forgot to close the holes into the caverns so old Shedim could get in! I do appreciate the effort you all spent in throwin' the vile thing into the lava, though. Poor Kronk... losin' his wife like that! Who would have thought the beast could be that quick? No sooner did we break open the prison than it slipped by us all and claimed its prey. Faugh! No wonder we have such a problem with evil spirits here, if you have things like THAT about! I hope for the sake of future overseers there's no other horrible monsters sealed up in here anywhere...

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on September 15, 2015, 04:30:25 pm

Just so as long as there's enough wood to go around, I don't mind splitting it with the smiths.

I just need enough to get a good supply... Maybe more than a good supply...

Let's just say we'll probably have more soap than the Prime Minister ordered...

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 15, 2015, 04:35:02 pm

Nice to see that Flame is doing well even in my absence. Have you found my gift yet? I refuse to give any hints.

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 15, 2015, 04:35:45 pm

Quote from: Iamblichos on September 15, 2015, 04:26:59 pm

Looking for this? *innocent look*

Quote from: Iamblichos on August 23, 2015, 12:16:09 pm

Overseer's Log - Winter 1064

Well, it's been quite a year. I'm over me upset about the news, but I'll tell you all right now, don't ever, ever, EVER keep a secret like that again from someone in the purple hat. To think there was one o' them bloodsuckin' beasts hidden in the very walls of the place! Fair makes m' flesh crawl! We'd all be murdered in our beds, and all you lot would say is "oh, we forgot". Same as you forgot to close the holes into the caverns so old Shedim could get in! I do appreciate the effort you all spent in throwin' the vile thing into the lava, though. Poor Kronk... losin' his wife like that! Who would have thought the beast could be that quick? No sooner did we break open the prison than it slipped by us all and claimed its prey. Faugh! No wonder we have such a problem with evil spirits here, if you have things like THAT about! I hope for the sake of future overseers there's no other horrible monsters sealed up in here anywhere...

I fucking hate you. Now I have to roll with it and actually made the fortress a better place...

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 15, 2015, 04:40:13 pm

Ouote from: Taupe on September 15, 2015, 04:35:45 pm

I fucking hate you. Now I have to roll with it and actually made the fortress a better place...

Quoth Longshanks "Aye, so get ta brewin', ya posh-talkin' greenie!"

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 15, 2015, 10:17:45 pm

Longshank was browsing the various blueprints, trying to figure out which one he liked best. The fortress was busting with activity, and few dwarves were available for massive construction projects. Whatever they meant to built had to count. The Prime Minister was overseeing the fort's entrance, pointing out various locations.

"What about... there?

- -Too far away.
- -And this section?
- -Nah, if we are building an extension to our surface farms, I think the best idea would be to place them between our current farms and the tower."

The need for more surface crops had arisen, after many dwarves complained that they were tired of plump helmets. Stukos the ex-brewer had apparently burnt a lot of the spare crops, in an attempt at alchemy or whatever. the details mattered not, only the result; Doomforests had plump helmet and a bit of cave wheat, but not much else. Sure, they could build more farm plots underground, but replacing plump helmets by cave wheat was hardly a great accomplishment. If the fortress was to become a renowned dwarven society, they'd need a larger variety of crops.

<u>Spoiler</u> (click to show/hide)

'Callista' Ilathel has created a masterpiece *crundle bone bolts [5]*! 'Callista' Ilathel has created a masterpiece *crundle bone bolts [5]*! Uzol Bomrekidath has created a masterpiece *crundle bone bolts [5]*! Brew drink from plant (30) has been completed. 'Callista' Ilathel has created a masterpiece *crundle bone bolts [5]*! 'Callista' Ilathel has created a masterpiece *crundle bone bolts [5]*!

There was also a rising need for more storage space, as counter-intuitive as this could sound in Doomforests. Dumping stacks of bolts everywhere would be a terrible idea in the long run. The general insited that bolts be kept near the entrance, or deep in the fortress near cavern entrances. yaknow, places soldiers would usually be. Their legendary bonecarver Callista came to them everyday to show her newest creations. she was turning the remains of every creature, from mighty forgotten beasts to lowly crundle, into bolts. "Sure they be beautiful, but damn are those buggers space-consuming." Longshank complained. He'd been the one to design the courtyard and finish the guard tower atop the entrance. that was a year and a half ago. Now he was mostly just giving the thing glimpses, hoping someone would continue his work. when he heard of the bolt storing problem, he came to the Prime Minister with an idea:

"We'll just continue the tower, and add a few levels of bolt storage. If ye want more farms, we could add a second floor above them and use that as well. we'd need to make the thing two high anyway, to avoid climbers."

The main problem they experienced right now wasn't the lack of idea. it was the lack of available dwarves. In the last two months, every minister had claimed the dwarves he could, bringing them under their department's own juridiction. Some problems were easily addressed, like adding 4 more wood furnace to share between soapers and smiths. Others were not as easy to manage. Every dwarf he assigned to an area meant withdrawing it from another. I'm not even sure how I'l even man those new farms, he found himself thinking. The solution would probably be to downsize the plump helmet farms, to make up for it.

Flame came to them, visibly upset. She was carrying a long list of inventory in one hand, and a small shard of iron ore in the other.

"Great news! Here's all the iron we have right now!

She explained that despite the ledgers mentioning 194 spare iron bars, they had currently access to none of them. Where were the ores? She had no clue, and Drokles was busy filling work orders for the soapers.

"What do you mean, more orders for the soapers? they told me they passed all their work orders two months ago, they haven't even made the first 30 buckets of lye.

- -PsychoAngel says they need more soap. Way more.
- -I asked for 100 extra bars and he's already filled requests for about twice that. What is he hoping to accomplish?
- -Yeah hum, breaking news the guy looooves his soap. a little too much. The other dwarves don't want to stop, they workship him as the Grand Soaper. A lot of common folks think soap is magical.
- -Uggh, tell him to stop, and tell Drokles to stop validating any more orders for lye, ash or soap. And while we're at it, have this bookkeeper actually locate the thing he's been counting.
- -Makes sense. In the meantime, I got no iron to work with, the miners still ain't done with digging out your office, and we have two thousand copper bars. Obviously half of it is probably sealed under some forgotten beast corpse, but that's still more than we could ever use. Not when we have half that much silver. It's clogging my stockpiles..."

Longshank reflected on the matter for a moment. He looked at his blueprints, then concluded: "I don't have enough dwarves to carve a

thousand stone blocks and work on construction projects at the same time. If we were to build a copper farm enclave, tho, that could free the space flame needs for better materials." They talked about it for a moment, long enough that Pencil_Art noticed and showed up to join them. She loved her meetings, that girl. After two hours of debate under the sun, it was agreed: Longshank's department would be emptying the copper stockpiles to build a farm enclave, atop which they'd build a bolt storage facility. The whole thing would be easily accessed from the barracks, allowing for the quick resupply of ammunition. The new building would shine under the sun, showing Doomforests' wealth to outsiders and travellers.

Then Callista showed up as well, with a bin full of totems. "I heard the caravan from the human lands arrived. it's quite late already, so i took the initiative to bring my crafts to the depot, i hope that's alri --..." The General's voice interrupted her, echoing loudly across the courtyard above. the soldiers were mobilising, and surrounding the caravan, preventing any hauler from bringing things to the depot.

"Remember the briefing, people! Seal the gate! Considerate Cups, you surround the wagons and keep all humans contained! The Large Picks, mobilize on the barricade, and grab your crossbows! Anyone starts twisting or making antelope sounds, you shoot them in the head! Until the next full moon has come and gone, nobody's moving an inch!"

Title: Re: The Hastening of Doomforests
Post by: Drazoth on September 15, 2015, 10:24:08 pm

Glad to see that one of us is capable of learning from history. Very nice turn you've got going. For now anyway.

Title: Re: The Hastening of Doomforests
Post by: Taupe on September 15, 2015, 10:49:58 pm

The human caravans were stuck in place, unwilling to go any further. the soldiers were on the ready, and Smunstu spent most of his days atop the tower, waiting. When his secretary came to him, he expected something minor, maybe a complaint about a lazy dwarf or something misplaced. He definitely wasn't expecting... this.

"Well, this is... interesting. At the very least we know what happened to our iron stocks. This raises so, so many questions tho.
-Prime Minister, the full monthly report from Dark Two came in a few hours ago, and there is something related in it."

The goblin took the parchament stack and began reading. Dark Two had exceeded his expectations, raising their stocks to 750 in record times. Out of good faith, Smunstu had raised him to Klan Master of the brewing division. Unless something catastrophic came to pass, the current production rate proved that Dark Two would indeed meet his requirements in time. The most interesting part of his report were not in the numbers, though, but in some comments about the ex-brewer Stukos. Dark Two affirmed that in a fit of insanity and cult-related activites, Stukos took his own life. One particular passage was of special interest in the light of recent events:

"I proceeded behind him all the way to a strange chamber. It had traces of wild fires burning in it, burnt skeletons and torn notes scattered around a huge stockpile of empty barrels."

The Prime Minister took a pause, and rolled the parchment.

"Tell the smiths to reduce the noted iron bar count by 194. Once my office is dug, miners should locate hematite. Have the furnace operators smelt redundant iron gear until we can resume pig iron production.

-Shall I have the dwarven alchemists arrested for questioning?

-No, not yet, but take the most loyal recruits and have them follow anyone associated with occultism or alchemy. If anyone asks, they are securing the halls until the caravan is gone, in case a wereantelope snuck inside. They aren't experienced enough to secure the wagons, but they can put their competent observing to good use.

-Very well, sir.

-Oh, one last thing. I'll need to meet with both TechnoXan and His Heirless holyness. Ideally we'd have a nice civilised talk, but I sincerely doubt we'll get any answers with them in the same room together. Schedule one this afternoon, and the other after supper. "

One was skilled with technological progress and could provide answers on the ritual used by brewer Stukos. The other had... ways of handling supernatural elements and cleansing cults. It wouldn't be long before people figured out what had just happened. Once rumors spread about brewer Stukos and the ritual he performed, dwarves the fortress across would be running around and ignoring the curfews and burrow to locate what hidden lore Dark One may have left hidden. They would already be doing that, if it wasn't for Doomforests residents' utter disregard for their deceased ones. he could try to cover up the incident, but sooner or later, someone would go to press E to pay their respects to a loved one. Then it would be chaos. Dwarves were renowned for their greed, not their decision making abilities. He had inherited Dark One's tomes and journal from TaupeII, but obviously more of his knowledge had survived, hidden somewhere else.

Spoiler (click to show/hide)



Using unknown alchemical rituals, brewer Stukos had transmuted every engraved stone slab into iron. The next time, it could be something much worse...

* * * * * * * * * *

Why can't we have a normal fortress?

Title: Doomforests: Why can't we have a normal fortress? Oh yeah, snails. Post by: Max™ on September 15, 2015, 11:15:37 pm

Quote from: Taupe on September 15, 2015, 10:49:58 pm

Why can't we have a *normal* fortress?

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 16**, **2015**, **01:45:14** am



Smunstu and Pencil_Art were busy exploring the future new office. Sure, it wasn't finished yet, and still needed smoothing, but at least it was dug out. There was room for a central, impressive hallway leading to a desk, with pillars aside which they'd place golden statues. The area around the walls were meant to hold various coffers and cabinets, for file holding. the bottom area would be a dinning meeting room, and the bottom area would be his bedroom. all and all, an interesting suite. PsychoAngel was across the hall, with his young heir PsychoIII.

"Well, I think we are done here, mayor. You should go and talk some sense into PsychoAngelII, about the soap thing. And remember to do the poublic public announcement.

-Why, yes. I'll be off now!"

The mayor then begins a long, boring meeting with PsychoAngel, at the end of which he litterally falls asleep on the Health Inspector's desk. Smunstu could hardly believe they were doing this, but... it was the only way to avoid cults from rising again. better soap fanatics than seekers of old lore. If PsychoAngel wanted to make more soap, there was sadly no way of stopping him, short of decapitation. It was simpler, wiser, more beneficial to use it to their own advantage. The day passed, and Pencil_Art convoked every member of the fortress, for his special public announcement.

"Ladies and Gentlemen of Doomforests. Come and listen, for I have important news! Now, some of you may have witnessed something... odd. We tried not to talk too much about it, lest our soap stores run dry. This is not something we can keep secret too long however. Someone, --We are still investigating who this is -- has been spending the last years polishing all the slabs of our fallen with some of the finest soap this fortress has ever created. We have reports of a mysterious hooded dwarf, travelling at night to clean different items in the fortress in secret. The result was... unbelievable. It seems that those slabs, over the years, have gradually been turned into iron slabs. We are still investigating those unknown properties of soap.

In the meantime, I ask of you, dear friends, not to do any unrequired cleaning. Do NOT start keeping this fortress clean and tidy. Please leave everything where it is, don't do too much hauling, do not sort out the stockpiles... and most importantly, do not use our soap supply to clean everything from blood and spilled drinks to pools of vomit and miasma. Please. I beg of you, and call to your common sense. Do not use our soap stockpile in vain just to harness the magical properties of solidified lye and tallow."

Pencil_Art finished hew speech, and bowed to the audience. People looked at each other, and slowly flocked to Psychoangel, asking for soap. Some of them began scrubbing the floors and polishing engravings the second they were out of sight. The Prime Minister and the mayor met once more in the unfinished office.

"And so it is done, said Pencil_Part. Now they'll be making this place as shiny as it ever was.

-Yes. I don't like the idea one bit, but at least it will keep the fort from overflowing with soap. PsychoAngel's obsession had to be contained.

-Aren't you afraid that they'll turn everything into iron tho, minister?

-Ah, whomever has been turning these slabs into iron using soap has been working on this for *years*. Scrubbing every night, always in the same fashion. I doubt anyone else has this kind of dedication. They'll probably be very focused on cleaning for a year or so, then they'll get tired of it before we can really see the results.''

There, it was done. Plots within plots. By convincing Pencil_Art that she was in on the secret, she wouldn't think twice about doubting it. The iron transmutation had to be explained to the public, ideally before they grew suspicious of the whole thing. that way they'll be keeping the fortress clean, instead of poking around for secret lore left by some monstrous aberration. To celebrate this grand scheme, miss TaupeIII entered the office, followed by two haulers carrying a special coffer.

Spoiler (click to show/hide)

Rigòth Bistökkikrost, Mason has created Stalilid Fimshel Mamot, a cobaltite coffer!

Press Enter to close window

FPS: 100 (48)

Stalilid Fimshel Mamot, "Bustedruled the Persuader of Plts", a chltt cffr

This is a cobaltite coffer. All craftsdwarfship is of the highest quality. It is encircled with bands of oval cobaltite cabochons. On the item is an image of a black mamba in llama wool

"Your personal safe is ready, Prime Minister! Artefact cobaltine.

-Most excellent. This should match well with my golden statues. Put it against the back wall, behind where my desk will be. I was thinking... mahogany? Or should i stick to all gold?

-I'll have Frankensteen look over the various option, if you'd like. It seems the miner forgot to include room for an archery range. I'll have that fixed soon.

-Yes, please do so.''

With this artefact coffer safely stored in his office, nobody but him would be able to access the most sensitive documents. Now, the journals and notes of Dark One would not fall into prying hands.



Later that day, a recruit came to deliver a message. The human traders stayed no longer than three days when they realised the dwarves of Doomforests were suspicious and wary. They didn't even unpack their goods, instead choosing to leave right way, before the full moon. no doubt they were hiding something. They stayed a total of 6 days, under the scrutinous gaze of the dwarven General.

<u>Spoiler</u> (click to show/hide)

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FPS: 100 (49)
Page 1/1
The flying *forgotten beast bone bolt* strikes The Wren Man in the right upper leg, tearing the muscle!
The Wren Man falls over.
Wren Man: Those injuries... Begone fear!
Wren Man: I've been injured badly. This leaves me so shaken.
The flying *forgotten beast bone bolt* strikes The Wren Man in the left upper arm, tearing the muscle and bruising the bone!
A motor nerve has been severed and a tendon has been torn!
The flying =crundle bone bolt= strikes The Wren Man in the upper body, tearing the muscle and bruising the left lung!
The Wren Man is baying trouble breathing!
The Wren Man is having trouble breathing!

The flying =crundle bone bolt= strikes The Wren Man in the lower body, tearing the muscle and bruising the lower spine's bone!
          Wren Man gives in to pain.
Wren Man slams into an obstacle!
The Wren Man slams into an obstacle!
The Wren Man's right upper arm takes the full force of the impact and the
part splits in gore!
An artery has been opened by the attack!
The Wren Man's right lower arm takes the full force of the impact and the part splits in gore!
An artery has been opened by the attack!
The Wren Man's lower body takes the full force of the impact and the part
splits in gore!
An artery has been opened by the attack!
The Wren Man's upper body takes the full force of the impact, bruising the muscle and bruising the heart!
```

Shortly after, the soldiers are dispatched to deal with wildlife, including a tribe of wren people. Some echidnas and dralthas are also squatting the future farms location. They are dealt with first, and the troops march south, trying to murder every wren men they can, to improve their skills. Callista's bolts are put to good use. As a wren man crashes to the ground, the bone carver smiles. "I bet those will make some pretty light bolts! They'll fly far." The troops, on their rampage, come across a group of ten migrants, looking for the fort.

"We were told to follow the brook, but got lost. The riverbed is empty..."

Nobody really knows why that is. The soldiers locate a small building, blocking the river's flow. Some half-finished flooring has been left there, and rubbles litter the bottom of the strange construction. "Never seen that before" says a ranger. "Must be new. Some of the Mechatechno sect project maybe?" In any case, the soldiers guide the new residents toward the fortress, while dragging a few corpses with them. The migrants are given a tour of the place, as confusing as it may be. They are told to stay on the top floor until they understand the layout. "Wow, the place is so... clean. It's way different than in the brochure!"

<u>Spoiler</u> (click to show/hide)

Some weeks later, SenshukenVI requests barges in the Prime Minister's office, visibly excited. she talks of a mighty beast, a flaming pteradon, wandering in the caverns.

"I'm pretty sure there are no ways in, but I'll keep our soldiers ready to intervene for the time being, just to be sure. The creature is mostly just setting fields of fungi aflame, and tearing appart rats. I've even double-checked the water and magma pipes, and none of them seem to be at risk.

- -Well, that is excellent. Good job, Major. Speaking of tunnels and pipes, have you located the source of our problem?
- -Ah, yes! Dralthas on the surface! I've been exploring the mines, and found a secret staircase leading from the surface straight to the cavern layers, right on the edge of our territory. I had the thing blocked with walls, of course.
- -Oh, and while exploring the old tunnels near the cemeteries, I found something worth mentionning. If we open a few doors leading to abandonned, safe mine shafts, we could harvest a vein of Hematite.
- -I'll inform Flame and her miners at once. That will be all major, you are dismissed."

Title: Re: The Hastening of Doomforests Post by: Max™ on September 16, 2015, 04:09:56 am

I'm not saying I'm waiting eagerly for something awful to happen and everybody but a couple of dorfs die on your turn, but I'm not saying I'm NOT waiting for it either.

Title: Re: The Hastening of Doomforests Post by: Drazoth on September 16, 2015, 10:42:30 am

Quote from: Max[™] on September 16, 2015, 04:09:56 am

I'm not saying I'm waiting eagerly for something awful to happen and everybody but a couple of dorfs die on your turn, but I'm not saying I'm NOT waiting for it either.

Same here. Also, I like to think that the archery range that our prime minister is making will include a cage in it, for him to reminisce about his early days here, after 1 had captured him, and put him in the archery range as punishment for daring to show his face at a mighty dwarven settlement.

Title: Re: The Hastening of Doomforests Post by: Senshuken on September 16, 2015, 12:43:52 pm It's weird having a Forgotten Beast show up and a Senshuken not die trying to fight the damn thing. Not bad by any means... just a strange and new experience.

How is the training of the ministers and the other VIP's working out?

Title: Re: The Hastening of Doomforests
Post by: Taupe on September 16, 2015, 01:45:13 pm

Major SenshukenVI was to start training the ministers in self-defence anytime soon. Problems kept adding up, however, distracting her from the matter. Recently the human caravan had shown up, and the General had ordered a lockdown. Then some cave spiders began biting a war leopard, and this had to be addressed as well. She obviously couldn't train the VIPs while she was double-checking the pipelines and magma tunnels for any possible entrance point. Even more recently, a new monster had came to Doomforests...



The major tracked down Slek's movements. The beast proved to be quite confortable swimming in either magma or water, which could become a serious issue. Slek had made a lair near Astville, and the area was split in two, but accessible in many ways. One could enter through the well, or through the magma furnaces. Sure, only the well gave access to the fortress, and it was a long way, but she had to remain vigilant. The problem resolved itself in the most baffling way possible, like anything happening in Astville.

Before it could tear apart the magma smelters and furnaces blocking access to the platform, Slek spotted a baby llama. Why this llama was there, on the ledge of a magma pool, or how it survived for many years alone, are questions that only a place like Astville can conjure up. Wat maters is that a baby llama there was, and delicious it smelled. Slek was hungry. it was a being of fire, and anger, and as such swimming into the magma pool was no issue for him. It crossed the fiery bassin and began wrestling the baby llama, grappling it and roasting it bit by bit with its fire attacks. The baby llama gave up quite a fight, as only an adorable creature surviving by unknown means would. It survived for a bit of time, despite the assaults of his enemy. Soon enough, it was brought into the lava pool, by a mighty grapple. Before catching on fire, the baby llama gave a single attack, poking slek in the face with his little adorable hoove, temporarily stunning the beast.

Spoiler (click to show/hide)



Heavy as a brick-carrying cargo boat, Slek sunk into the magma sea within seconds. It regain its senses shortly after, but it was now deep, deep under the magma's surface. Before it could find a way back (or understand which was was up) it drowned.

Welcome to Doomforests, where this happened.

* * * * * * * * * *

"I'll make you a deal" the prime minister said. He wasn't one to change his plans easily, but Smunstu had to admit, Dark Two kept exceeding expectations. Whatever he was doing with the still, it was proving efficient beyond everything they'd seen. In the last month, the brewers had doubled the booze stockpile, bringing it to 1700 units. Within the next month, the Klan Master affirmed, they'd double it again. Now Dark Two was asking for something else.

"The brewers are the life and spirit of a fortress, they keep the dwarves sane and drunk, and healthy. I want to create a knightly order, the Order of the Ale. Let my brewers train and form an emergency military unit, in case of trouble. Let us push our role in defending this fortress even further."

A noble idea, and an interesting one at that. The new migrants were still being relocated to their new department and learning the rudiments of their new crafts. The dwarfpower of Doomforests was still spread thin. It would be worse once the most skilled of dwarves began their self-defense program under Major SenshukenVI. Dark Two's idea was, in a way, an alternative to the 20 recruits the General had yet to form. He could obviously tell him that those brewers bent on combat would replace the planned recruits, but there was a sneakier, more productive option.

"Our ressources are spread thin, you know this. We are short on hematite and iron, and thus in steel. Whatever little we have, has already been requisitioned by Quartermaster Flame and the General. We simply don't have the supplies to arm yet another group of dwarves.

However, your department has exceeded expectations. Unlike PsychoAngel, I take it that our reformed brewers can be reasonable. There is only so much booze we need stockpiled before it becomes a waste of space. Once the alcohol stores reach 4000 units, you will let it drop naturally to 3000 without brewing more. In the meantime, the brewers will be allowed to take over the duty of mining. New veins of hematite have been located, but we lack the dwarfpower to extract them. Do this, and the resulting ore cache will be used to equip a new Order of the Ale"

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 16, 2015, 01:58:22 pm

- 1. Yeah, I noticed those iron bar slabs during my turn. I blame someone misusing DFhack.
- 2. A fire-breathing pterosaur? Bastiongate is leaking into Doomforests. At least there's only one.

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 16, 2015, 03:41:29 pm

Quote from: TheFlame52 on September 16, 2015, 01:58:22 pm

2. A fire-breathing pterosaur? Bastiongate is leaking into Doomforests. At least there's only one.

Quote from: Senshuken on September 16, 2015, 12:43:52 pm

It's weird having a Forgotten Beast show up and a Senshuken not die trying to fight the damn thing. Not bad by any means... just a strange and new experience.

Quote from: Drazoth on September 16, 2015, 10:42:30 am

Quote from: Max[™] on September 16, 2015, 04:09:56 am

I'm not saying I'm waiting eagerly for something awful to happen and everybody but a couple of dorfs die on your turn, but I'm not saying I'm NOT waiting for it either. Same here.

Quote from: Drazoth on September 15, 2015, 10:24:08 pm

Very nice turn you've got going. For now anyway.

So, hum... if you guys had to choose totally new dwarves, out of curiosity, what would you take?

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on September 16, 2015, 04:25:12 pm

Hey, we could make enough soap to cover the continent if you'd let us! Not saying I actually want to cover the continent with soap. However that would be terribly fun for the children as well as very confusing for the kingdom, which would be hilarious, but that's not what I want. What I want is enough soap to clean the shit out of Doomforests for years to come. I never said I wanted it done all at once, I just said that I want to keep up a steady supply at all times. Hell, I don't even mind if you lower my dwarfpower a bit in order to establish better works elsewhere. Just don't try to make me stop. Because it's not going to happen. In all honesty, though, if I really need to stop soaping for just a bit, I don't mind. You just can't keep a family away from their craft, you know? Of course you do, otherwise you probably wouldn't be in the rutile hat right now. My blathering aside, I'd like to know when this rumored "Self-Defense Training" will begin so I may ramp up production beforehand. Don't want a shortage now, do we?

OOC Time: Loving the journals and commentary, Taupe! I think it'd be fun to color-code more things. Let's see how long this apparent tranquility will last, eh? Hopefully long enough to establish what we absolutely need, but knowing this fort, that's probably not going to happen. Like when I tried to build a hospital in Crewedgears. Anyway, I wish I could take another turn at some point, but I just haven't been in the mood for DF in recent months.

Side note: Doomforests has reached 100 pages! Huzzah!

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 16, 2015, 05:31:14 pm

Quote from: PsychoAngel on September 16, 2015, 04:25:12 pm

Let's see how long this apparent tranquility will last, eh? Hopefully long enough to establish what we absolutely need, but knowing this fort, that's probably not going to happen. Interestingly enough...

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Spoiler (click to show/hide)
Page 3/3
                                                                                 FPS: 92 (48)
                                                                       cancels Pickup Equipment: Equip
    ismatch.
leg Eralodkish, Marksdwarf cancels Pickup Equipment: Equipment mismat
Callista' Ilathel, Bone Carver has been found dead.
Callista' Ilathel, Bone Carver has been found dead.
                 Inodilir, Furnace Operator cancels Smelt hematite Ore: Getting
  Uzol Bomrekïdath has created a masterpiece *forgotten beast bone bolts [5]*!

Kûbuk ònulurvad, Carpenter has been found dead.

Uzol Bomrekïdath has created a masterpiece *forgotten beast bone bolts [5]*!
```

"What do you mean, Callista is dead?

- -It seems that she and a carpenter caught on fire while taking their lunch.
- -I'm sorry what.''



"Sorry Prime Minister, but it seems that the central section of the fortress is currently filled with smoke."

The secretary pointed an area of the map, where tables and chairs were laid out, along with... a masonry workshop for some reason. At this point, everything that wasn't made of obsidian was definitely burned to a crisp. There was only one thing that could have caused such a thing. Masli, the fiery three-eyed pterosaur. How exactly did it get inside, was the question. He wasn't even on the same level as the fortress. Miss TaupeIII was eager to point out an hypothesys: Some parts of a lower magma tube had been carved out at some point. the creature probably snuck inside a water access, into another level of the cavern, up this tube, crossed the upper caverns, went down by the tunnel linking two layers, and then flew above the suspended statue garden. Or something close to this. It took it two months, but it was in the fort.



"See that section of wall? It leads into the fortress from the hanging garden magma tube. For no discernible reason whatsoever. Masli must have entered through there, and rushed into the communal area.

-I will kill whomever is responsible for this security flaw. Quick, dispatch the troops, and get me Major SenshukenVI immediately!
-Yeah hum..."

Spoiler (click to show/hide)

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Zan Rigòthnêcik, Dwarven Baby has been found dead.

Uzol Bomrekïdath has created a masterpiece *forgotten beast bone bolts
[5]**!

Uzol Bomrekïdath has created a masterpiece *forgotten beast bone bolts
[5]**!

Worul Shetbêthkûbuk, Miner cancels Eat: Interrupted by Forgotten Beast.

Ast Logenmesir has become a Furnace Operator.

Uzol Bomrekïdath has created a masterpiece *forgotten beast bone bolts
[5]**!

Edëm Asizònul has become a Thresher.

Bëmbul Mistêmmörul, Brewer has been found dead.

Dunas Nomurdim. Hammer Lord cancels Pickun Empinment: Interrunted hu
Avuz Ledrul, Dwarven Child has been found dead.

Ducim Ożsittulon, Bowyer has been found dead.

Mörul Shetbêthkûbuk, Miner has been found dead.

Reg Eralodkish, Marksdwarf cancels Pickup Equipment: Equipment mismatch.

Ducim Bisekurdim, Animal Dissector cancels Store Item in Stockpile:

Interrupted by Porgotten Beast.

Ustuth Odzulban, Carpenter cancels Assemble wooden ballista arrow:

Forbidden area.

'Sculleywr' Tabaruzol, Hunter cancels Store Item in Stockpile: Item inaccessible.

'Sculleywr' Tabaruzol, Hunter cancels Store Item in Stockpile: Item inaccessible.

Thob Nudenavuz, Fisherdwarf cancels Make Ash: Needs logs.

'Senshuken'!' àlilåblel, Homeland Security has been found dead.
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"She's dead sir."



But if it's any consolation that cave spider that gave us trouble earlier is also burning? Oh and so are its webs, oups. That probably doesn't help eit --

-SEND THE ARMY AND KILL IT NOW."

So, interestingly enough, the area currently on fire is actually a central traffic area between most parts of the fortress. Removing it from the burrow will not stop people from going there, because they just ignore it and cross the area on their way to the other part of the fort. Many, many people are on fire, and are spreading it by running away. The usual approach of locking door is useless against a building destroyer, they only add more things that can catch fire. Hilariously enough, remains of the total safety project are blocking the areas that need to be walled off. The army has been mobilising for two weeks because the fortress is so fucking gigantic and poorly designed.

This is a fucking disaster.

Title: Re: The Hastening of Doomforests

Post by: Sarrak on September 16, 2015, 05:38:28 pm

Yeah. The **true** turn begins at last!

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 16, 2015, 05:39:42 pm

Quote from: Sarrak on September 16, 2015, 05:38:28 pm

Yeah. The **true** turn begins at last!

Don't pay attention to the body piles in every fort I play, I swear I'm competent at this game.

Title: Re: The Hastening of Doomforests

Post by: Sarrak on September 16, 2015, 05:52:55 pm

Quote from: Taupe on September 16, 2015, 05:39:42 pm

Quote from: Sarrak on September 16, 2015, 05:38:28 pm

Yeah. The **true** turn begins at last!

Don't pay attention to the body piles in every fort I play, I swear I'm competent at this game.

This makes every disaster so much better... As you do have skill to salvage it somehow. And a talent to weave a breath-taking story about that.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 16, 2015, 06:03:10 pm

AAAAAAAAAAAAAAHAHAHAHAHAHAHAHAHA

IT WAS ME

Have you found my gift yet? It would come in handy right now. Has Flame died?

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 16, 2015, 06:18:01 pm**

Quote from: TheFlame52 on September 16, 2015, 06:03:10 pm

AAAAAAHAHAHAHAHAHAHAHAHAHA

IT WAS ME

Have you found my gift yet? It would come in handy right now. Has Flame died?

It's hard to tell what's the gift. I've found many things, many of them strange, unjustified, or unpleasant.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 16, 2015, 06:39:17 pm

I'll give you a hint, then.

It's never far from Flame.

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 16, 2015, 06:48:15 pm

Quote from: TheFlame52 on September 16, 2015, 06:39:17 pm

I'll give you a hint, then.

It's never far from Flame.

The Equal Speaker?

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on September 16, 2015, 06:50:30 pm

It's a living thing.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 16, 2015, 06:59:48 pm**

Quote from: TheFlame52 on September 16, 2015, 06:50:30 pm

It's a living thing

I've checked all the pets, you have none. If it's an animal, it probably died. the only remarkable thing we have right now is a Minotaur, and a war leopard who still tries to find Senshuken 6. If it's a child, it probably grew into an adult and died.

Oh, the Flameborn. She is not special in any fash... HOLY FUCK.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 16, 2015, 07:03:19 pm

I've given up as much as I really care to. Except that it's a dwarf.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 16, 2015, 07:30:50 pm

See, modding in some ridiculous BS is not fun. That's just busted. Taupe can cause enough destruction on his own, he doesn't need cheaty destructo-help.

I am disappointed.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 16, 2015, 07:46:13 pm

But even so, she's just a baby. I'd be very surprised if you can save the fort from a fire-breather with even the toughest baby.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 16, 2015, 08:14:42 pm**

Quote from: TheFlame52 on September 16, 2015, 07:46:13 pm

But even so, she's just a baby. I'd be very surprised if you can save the fort from a fire-breather with even the toughest baby.

Breaking news, the fort was saved from a fire-breather by a tough baby.

Spoiler (click to show/hide)

Two Notable Kills Arifè Fordhorses the olm woman, d. 1965 Masli Twilightlast the forgotten beast, d. 1966 Seventy Other Kills One echidna (?) in The Rapid Hill Three giant slugs in The Rapid Hill Four tiercel peregrines (8) in The Rapid Hill One kestrel (?) in The Rapid Hill One echidna man (8) in The Rapid Hill Iwo giant snails in The Rapid Hill Iwo giant snails in The Rapid Hill Iwo giant snails in The Rapid Hill Iwo giant ibexes (8) in The Rapid Hill Iwo peregrine falcons (?) in The Rapid Hill Iwo peregrine falcons (?) in The Rapid Hill Iwo mosquito women (?) in The Rapid Hill Iwo squit gray langurs (?) in The Rapid Hill Iwo giant gray langurs (?) in The Rapid Hill Iwo peregrine falcon women (?) in The Rapid Hill Iwo peregrine falcon women (?) in The Rapid Hill Iwo peregrine falcon women (?) in The Rapid Hill Iwo buzzards (?) in The Rapid Hill One giant tiercel peregrine (?) in The Rapid Hill Iwo peregrine falcon man (?) in The Rapid Hill One giant tiercel peregrine (?) in The Rapid Hill One giant dingo (?) in The Rapid Hill One giant great horned owl (?) in The Rapid Hill One giant great horned owl (?) in The Rapid Hill One giant great horned owl (?) in The Rapid Hill One hamster woman (?) in The Rapid Hill One hedgehog man (?) in The Rapid Hill One hedgehog man (?) in The Rapid Hill One wern man (?) in The Rapid Hill One giant mosquito (?) in The Rapid Hill One giant emu (?) in The Rapid Hill One giant emu (?) in The Rapid Hill

J/k it was this guy.

* * * * * * * * *

[&]quot;Sir, I am happy to anounce that the fire-breather Masli has been neutralized by the military! It caused quite an uproar and killed 11 people, most of which we cannot locate because their bodies were incinerated, but the situation is now under control.
-Great. Have the holes patched. Once this is done, have a slab built in what's left of this dinning room to remind people *not* to dig holes into a monster-infected volcano."

In the aftermath of the combat, the Firefighter Domas chopse to bestow a name upon his weapon, a silver mace. Normally this would be a very uninteresting event, but the guy saved the fortress and defeated a powerful foe. Let the population rejoice. Once that's over, he'd be removing hauling duties from a few engravers and miners, to speed up his office completion, and initiate work on the tower and farms extension. Some time later, a full month of peace is interrupted by a "siege".

Spoiler (click to show/hide)

A vile force of darkness has arrived!

Press finer to close vindou

Spoiler (click to show/hide)

Spoiler (click to show/hide)

Spoiler (click to show/hide)

Two trolls have come to lay waste to the countryside, and terrorize dwarfkind. Thankfully, Prime Minister Smunstu is there to negociate a cease-fire.

"Guys, what are you doing here?

- -Hey, Smunstu, buddy, whaddup?
- -Guys, it's really cool to see you and all, but I'm in the middle of a construction project, and your siege anouncement is scaring away my workers.
- -We came to check this weird building. What is it?
- -No idea. We just found it one day blocking the brook. Probably some sort of unfinished turbine hall or something.
- -Wow, awesome!
- -Yes, but... you gotta leave. I'm very sorry. The inspector from the mountainhomes will be here within a week to tour the place and see if we are eligible for a promotion. The place is already a fucking clusterfuck. I can't just add a group of trolls wandering the countryside to the mix. Here, have a gold bar each and be on your way.
- -Neat-o, Smunstu! Your uncle never let us have gold.
- -Probably because you have no clue what to do with the thing. You are a troll peasant.
- -Well, I can... eat my gold!"

One of the troll does so. He starts having stomach aches shortly after. His friend and he decide to leave the region, but not before kicking a random door down. The rest of the month is spent overseeing the arrival of the caravans. This coincides with the mayoral election period, and smunstu spends most of his spare time giving Pencil_Art a hand, and improving her campaign.

```
Spoiler (click to show/hide)

"201 bumrekidath has created a masterpiece wrongotten beast bone botts
[5]*

Okbodfotthor and the surrounding lands have been made a duchy.

'Pencil_Art' Unallolor, mayor has been re-elected.

Id Kikrostonul, Woodworker cancels Smelt hematite Ore: Needs hematite.
```

The extra planning is a success, and Pencil_Art is re-elected mayor for another year. Her gratitude will come in handy sooner than later, the Prime Minister is certain of it. Right after the votes are cast, Smunstu dispatches her to greet the envoy from the Town of Stroking, and showcase the most recent improvements made to Doomforests. Somehow, the presence of a rutile-wearing goblin would probably beg for more more explaining than is currently necessary.

"The place is so... so *clean*. This is not what my predecessor mentioned at all.

-Oh, people tend to exagerate the little buggy details after such a long trip, explains the mayor. Have you seen the newest suits of armor worn by our soldiers? Our quartermaster Flame is such a gifted woman. And take a look at this new courtyard, built by our Grand builder Longshank.

-Impressive!"

After a week of visiting only a select few areas of Doomforests, the representative from the Mountainhomes agrees to promote the fortress and the surrounding lands into a Duchy. By that time, the caravan has already left, fearing the curse of the fortress. no one can blame them, really. They escorted the diplomat here, and absconded minutes after his arrival. Said diplomat explains that outside of Doomforests, the world is the same as ever, and bid his farewells.

* * * * * * * * *

Had a small game crash, and lost about a month a a half, basically what's described in this chapter. Nothing unscripted or noteworthy really happened, so it'll be easily fixed by letting the game run and queuing back the foundations of the farming building. So far everything is exactly the same, except the name bestowed on the silver mace... This just mean that there won't be more updates until tomorrow afternoon at least.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 16, 2015, 08:36:18 pm

It was worth it just for that reaction.

Also, I still sort of saved the fort. I was the one who recruited and armed that guy. And guess who made that warhammer? FLAME

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on September 16, 2015, 09:04:53 pm

Wow! Good job, that rocked! I will try to post tomorrow. But school... Dang. :'(Oh well, feast assured soon the question I **know** you have all been on the edge of your seats for, ;D what happened to half soul Techno, will be answered soon! :D Or if I was killed I will have to think of something else. ::)

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 16, 2015, 09:06:44 pm**

Quote from: TechnoXan on September 16, 2015, 09:04:53 pm

Wow! Good job, that rocked! I will try to post tomorrow. But school... Dang. :'(Oh well, feast assured soon the question I **know** you have all been on the edge of your seats for, ;D what happened to half soul Techno, will be answered soon! :D Or if I was killed I will have to think of something else. ::)

The named dead were screenshoted. That means nobody important died save for Senshuken (again) and Callista. (sorry). We also lost 4 well-trained marksdwarves, but what can you do.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on September 16, 2015, 09:07:31 pm

Yay! Not me! I mean, aww others died.... :P

Title: Re: The Hastening of Doomforests

Post by: **Max**[™] on **September 17, 2015, 01:34:31 am**

Quote from: Taupe on September 16, 2015, 03:41:29 pm

So, hum... if you guys had to choose totally new dwarves, out of curiosity, what would you take?

Transexual because your females aren't bearded I suspect, but that is all I play.

Hammerdorf cause I love the purple.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on September 17, 2015, 02:39:21 am

Letter to whoever is responsible for this place:

Dear person,

I would like to humbly suggest a few things to do. The first and most important is a part of the turbine hall. If you would look at the main hall, you would find a lever and a bridge. Now, if you didn't realize, there is a staircase to the fortress there, and the bridge is open. I suggest linking the lever to it and pulling it. I will advise you of further necessary actions later.

Regards,

Gwolfski, chief engineer of Diomforests

Title: Re: The Hastening of Doomforests

Post by: Dark One on September 17, 2015, 11:00:17 am

Journal of Dark Two

A few days before, a messanger brought me a letter from the overseer. My rank as a Klan Master of Brewing Division was officially accepted! This means that no one can interrupt my work. Modifying two of the stills we've got the production rate increase drastically, with the fortress' stockpiles reaching over 1700 barrels of dwarven wine. Thinking about how I can make it all even better, I sent a letter to the overseer:

Spoiler: The Letter (click to show/hide)

"The brewers are the life and spirit of a fortress, they keep the dwarves sane and drunk, and healthy. I want to create a knightly order, the Order of the Ale. Let my brewers train and form an emergency military unit, in case of trouble. Let us push our role in defending this fortress even further."

Spoiler: Response (click to show/hide)

"Our ressources are spread thin, you know this. We are short on hematite and iron, and thus in steel. Whatever little we have, has already been requisitioned by Quartermaster Flame and the General. We simply don't have the supplies to arm yet another group of dwarves.

However, your department has exceeded expectations. Unlike PsychoAngel, I take it that our reformed brewers can be reasonable. There is only so much booze we need stockpiled before it becomes a waste of space. Once the alcohol stores reach 4000 units, you will let it drop naturally to 3000 without brewing more. In the meantime, the brewers will be allowed to take over the duty of mining. New veins of hematite have been located, but we lack the dwarfpower to extract them. Do this, and the resulting ore cache will be used to equip a new Order of the Ale''

As a response I received information that the fortress is lacking both resources and dwarfpower to realize my plans. It seems that bringing a knightly order to life won't be so easy. Leaving brewing area and entering my modest office I take a parchment, quill and ink, then write a letter to overseer.

"The dwarves of brewing division accept Your instructions. When we'll achieve our current goal of brewing 4000 barrels of alcohol, we will

happily help other divisions."

Then I called for a messanger and sent him to the overseer. I reach for my file cabinet and take some ledgers, then after a while of reading I concluded that to brew all the alcohol quickly, I need to modify more stills. However, checking the ledgers I noticed that we lack some of important materials, which means that we can modify only three buildings more. This will have to do for now. Suddenly one of the dwarves from famring division runs into my office horrified.

- The beverage production must be halted! says a long bearded farmer wearing worn out pig tail clothes.
- What happened? I ask quickly, showing signs of concern.
- Crundles! Crundles everywhere! They took our plump helmet stockpiles!
- And you can't deal with such lowly creatures as crundles!? I say trying to stop myself from laughing.
- But there's something wrong about these crundles! They... they can talk! And they told us that all the plump helmets are claimed for a big MechaTechno project! The farmer tries to explain this unusuall event, I still doubted him though.
- Maybe you've breathed in too much plump helmet spawn during farming, but alright. We'll go to check what's going on then.

I stand up from my chair and slowly leave the office, farmer following me. I call for one of the brewers, just to have a witness that plump helmet spawn can become a serious threat to this fortress one day, and we head for the farms. As we enter the stockiple area, we are surrounded by crundles running from every direction. The biggest of them, a muscular crundle with a long scar on it's head talks to us:

- Dwarves! Leave the area of MechaTechno operations, or we will take all means necessary to make you regret coming here!

I was surprised by a crundle that can talk dwarvish so fluently. I wanted to ask about the operations they are working on, but the voice of reason told me to leave the stockpiles immediately. I decided to run into overseers office instead!

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 17, 2015, 11:42:39 am**

Got back to the point where I lost things previously. The original crash appeared on 7-20, while here it seemed to occur around 7-04 to 7-12. I got to save once i was past a day, survive a few crashes, and reach 7-12, but thats the fartest I can get. Unpausing will crash the game at this point.

Any tech wizard out there knows how to troubleshoot something?

http://dffd.bay12games.com/file.php?id=11143 (http://dffd.bay12games.com/file.php?id=11143)

If it's a growing tree indoor or some shit like that, hopefully we can annihilate the problem with dfhack.

Title: Re: The Hastening of Doomforests

Post by: Dark One on September 17, 2015, 12:47:32 pm

Found something like this:



Edit:

Removing construction solved the issue for me.

Title: Re: The Hastening of Doomforests

Post by: Max™ on September 17, 2015, 01:34:35 pm

Worth nothing that retiring and unretiring did as well as far as I can see, but that has problems like Smunstu disappearing and the river filling in briefly.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 17, 2015, 01:52:58 pm

Yes, usually this is due to a tree spawning near a wall and colliding with it. This is why I built a two tile ring of pavement around the fortress/entrance. That might not have been enough. Check anywhere that there are 2d floor walls/roofs that might be getting 'stepped on' and you will most likely find the culprit.

Title: Re: The Hastening of Doomforests

Post by: Max™ on September 17, 2015, 02:10:31 pm

Looks like there is another spot at the river wall area, that's what I focused on, not the copper one.

Incidentally I tried to retire and load up an adventurer to see if it crashed or anything...

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Wagon
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shold of the enormous bismuth bronze corkscrew.
shold of the alpaca wool yarn.
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shold of the +badger leather quiver+.
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The Wagon loses hold
The Wagon falls over.
Announcements 82-104 of 104
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"The Wagon falls over."

"The Wagon falls over."

"The Wagon falls over."

Why do I expect anything normal out of Doomforests?

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Title: Re: The Hastening of Doomforests
Post by: Taupe on September 17, 2015, 02:12:54 pm
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Quote
"The Wagon falls over."

"The Wagon falls over."

"The Wagon falls over."

Why do I expect anything normal out of Doomforests?
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That made me laugh uncontrollably. Thank you good sir.

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Title: Re: The Hastening of Doomforests
Post by: Dark One on September 17, 2015, 02:16:31 pm
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The Forests and tress spawning all around might be the real Doom of this fortress.

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Quote from: Max<sup>™</sup> on September 17, 2015, 02:10:31 pm
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Looks like there is another spot at the river wall area, that's what I focused on, not the copper one.

Incidentally I tried to retire and load up an adventurer to see if it crashed or anything...

Spoiler (click to show/hide)

The Wagon loses hold of the large round brilliant cut shell opal.

The Wagon loses hold of the enormous bismuth bronze corkscrew.

The Wagon loses hold of the alpaca wool yarn.

The Wagon loses hold of the prepared horse kidney [5].

The Wagon loses hold of the prepared horse kidney [5].

The Wagon loses hold of the washeep wool rope».

The Wagon loses hold of the fungiwood training sword».

The Wagon loses hold of the -peach wood barrel.

The Wagon loses hold of the purple amaranth leaves [5].

The Wagon loses hold of the cave lobster, 9 [5].

The Wagon loses hold of the +steel pick+.

The Wagon loses hold of the bronze short sword.

The Wagon loses hold of the bronze short sword.

The Wagon loses hold of the prepared giant cave swallow gizzard [5].

The Wagon loses hold of the prepared giant cave swallow gizzard [5].

The Wagon loses hold of the bronze helm».

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The Wagon loses hold of the blackberries [5].
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"The Wagon falls over."

"The Wagon falls over."

"The Wagon falls over."

Why do I expect anything normal out of Doomforests?

http://www.bay12forums.com/smf/index.php?topic=128593.0 (http://www.bay12forums.com/smf/index.php?topic=128593.0)

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Title: Re: The Hastening of Doomforests
Post by: Max<sup>™</sup> on September 17, 2015, 03:12:28 pm
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Quote from: Taupe on September 17, 2015, 02:12:54 pm
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Quote

"The Wagon falls over."

"The Wagon falls over."

"The Wagon falls over."

Why do I expect anything normal out of Doomforests?
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That made me laugh uncontrollably. Thank you good sir.

I was trying to listen to the missus when the game loaded up and I was doing my best not to laugh until I could explain, it was very difficult. I remain confused. I've never seen a wagon fall over before.

Title: Re: The Hastening of Doomforests

Post by: Callista on September 17, 2015, 04:01:58 pm

They say that burning to death is one of the most painful ways to die. This is true, but there is a bright side: Dying by fire forces the victim's brain to think things along the lines of, "This is *unbelievably painful*! This really, really hurts!", leaving very few neurons to be dedicated to either fear or existential pondering.

This was the experience of Callista, legendary bone carver of Doomforests. She had been engaged in a pleasantly heated argument with one of the carpenters, and had just slammed her mug onto the dining table with an exclamation of, "A goblin! There is a *goblin* leading the fortress! Historically significant goblins are still goblins!" when suddenly a hot wind, bearing noxious gases, billowed into the dining hall. It was followed by fire.

They stood, scattering the remains of their meal as the sheet of flame ignited one of the wooden dining tables. Already the air was hot and impossible to breathe. They looked toward the dining hall exit furthest from the flames, glanced at each other, and ran for it.

Callista could smell their hair and beards burning. But the smoke rolled in, and she lost her way, and she could not tell whether she was moving toward the door or toward the fire. She saw the carpenter collapse, having taken a lungful of poisonous smoke. And then the fire came.

Amidst the expected thoughts informing her that she was really in excruciating pain and, if she didn't mind, could she please do something about it, Callista's brain informed her of the presence of a strange, demonic creature--was it a lizard, or perhaps an ugly bird? In any event, it seemed to be quite unhurt by the fire, something that struck the dwarf as decidedly unfair. In her surprise she forgot herself and took a breath, and fire choked her. She fell, skin melting, clothes ablaze, in too much agony to scream.

In the dwarf's last moments, an incongruous thought came to her: How thirsty I am... I could really go for some barley wine...

Title: Re: The Hastening of Doomforests

Post by: **Max**™ on **September 17, 2015, 04:41:33 pm**

There ya go Taupe, a side of pathos with your tragedy!

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 17, 2015, 05:05:45 pm

Anyoen can try this? I'm not getting any result for some reason, not sure what i need to type exactly. But if it works, we'll be turning any tree or shurb into ashes, using DarkOne's old grimoires.

plant

A tool for creating shrubs, growing, or getting rid of them.

Subcommands:

create: Create a new shrub/sapling.

grow: Make saplings grow into trees.

extirpate: Kills trees and shrubs, turning them into ashes instantly.

immolate: Similar to extirpate, but sets the plants on fire instead. The fires can and will spread;) create creates a new sapling under the cursor. Takes a raw ID as argument (e.g. TOWER_CAP). The cursor must be located

on a dirt or grass floor tile.

grow works on the sapling under the cursor, and turns it into a tree. Works on all shrubs of the map if the cursor is hidden.

extirpate and immolate work only on the plant under the cursor.

For mass effects, use one of the additional options:

shrubs: affect all shrubs on the map trees: affect all trees on the map

all: affect every plant!

Title: Re: The Hastening of Doomforests

Post by: **Max**[™] on **September 17, 2015, 05:09:11 pm**

See, I tried to go one step further and just flat out blanked the tiles with tiletypes, but I didn't get all of them actually... hmmm.

Title: Re: The Hastening of Doomforests

Post by: Callista on September 17, 2015, 05:38:12 pm

I would expect it to work like this:

"plant extirpate all"

Should turn all trees and shrubs to ash.

If not, though, it may be confused by multi-tile trees.

Title: Re: The Hastening of Doomforests

Post by: **Max**[™] on **September 17, 2015, 07:09:58 pm**

Meanwhile, in an alternate universe where a branch grew to the right and missed a wall...

Smunstu found himself filled with strange ideas and urges, as though something otherworldly were acting through him. Having learned of the narrowly averted destruction of... well, everything due to something as absurd as poorly placed walls and... tree branches, Smunstu found himself quite willing to accept the guidance of whatever it was that he could feel looking out from behind his eyes with him.

He had a strange urge to lay down and... wait, somehow his passenger knew that this would heal his foot, the old wound which had plagued him for longer than he could remember.

Standing up again, no longer being inside a cage, yes, he had to admit that despite the strangeness of it all, this felt very good.

Now he could see that there were gaps in the wall where he could work his fingers in, if he pushed here, and slid this block over some,

yes, it made sense somehow. The wall took longer to tear down than his guide expected, and he was still unsure how he even knew where to put his hands to loosen the blocks. Yet they were surely becoming loose, and before he knew it he was faced with an opportunity he never expected to have since first setting foot in Doomforests: leaving it.

No doubt he could try to go and exact some sort of revenge on his captors, had they not already met their fates at the hands of various horrors while he sat and watched, glad for once to be inside of a cage.

Vengeance against these dwarves who had come to accept him as an overseer would serve no purpose, is it ungoblinlike to not savor the thought of delivering such a betrayal to those who had been your foes and captors?

No, neither he nor his strange passenger felt the need for this, soon enough this strange cursed place would claim them all, but not him, no.

The pile of discarded clothing outside his old office would hopefully help hide the truth of his escape until it was too late.

These damned hallways twist and turn, he caught glimpses of dwarves here and there but simply kept his head down and pretended he was off to do some task rather than responding to their greetings.

...wait, did that wagon just fall over? Why is there a wagon in here, how did it... never mind, all the more reason to leave this place to the dwarves.

Perhaps this way... could... oh, chunks of horrible beasties from the depths, best move on.

Voices! Damn, perhaps this hall will... oh god are those coffins?

More coffins? I knew this place was far better at killing dwarves than any of the armies my master raised, but this is worse than I ever imagined.

Perhaps this way... could, lead me back around where I just was.

Who designed this place? A committee of madmen? Cultists? Something worse?

Wait... that staircase over there, I think, yes! Light... is this, am I finally free?

...almost, ok, been years since I had to climb a wall, you can do this, we trained for this sort of thing back in the pits after all.

Damn damn damn ow... ok, glad I grabbed some armor off that... clumsy wagon... but, I'm down in... what the hell, I knew they were making new barracks but I didn't expect this.

Still, I'm almost... free, just gotta dodge the cage traps this time... ah, I never thought I'd be happy to see trees again.

Just a little further and I'll be done hiding, a free goblin again!

...hmmm, did I leave the other cells and cages open?

Eh, not my problem, not anymore.

Spoiler (click to show/hide)

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...and just then another branch grew to the left, resetting the universe.

Title: Re: The Hastening of Doomforests
Post by: Max™ on September 19, 2015, 07:23:03 pm

Did I kill it, or did Taupe get taken out by an alternate universe escaped goblin, removing those construction designations worked incidentally, hence why I was able to do the whole alternate timeline thing without a crash.

Title: Re: The Hastening of Doomforests
Post by: Taupe on September 19, 2015, 07:33:02 pm

Did I kill it, or did Taupe get taken out by an alternate universe escaped goblin, removing those construction designations worked incidentally, hence why I was able to do the whole alternate timeline thing without a crash.

So you are saying that removing every construction order would solve the issue?

Title: Re: The Hastening of Doomforests

Post by: Max[™] on September 19, 2015, 10:09:52 pm

Quote from: Dark One on September 17, 2015, 12:47:32 pm

Found something like this:



Edit:

Removing construction solved the issue for me.

I removed the wall constructions Dark One found on the copper section where the trees were growing over it and it didn't crash anymore. I was able to switch over to arena and then adventurer mode and roam around trying to figure out where the hell I was just fine after that.

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 19, 2015, 11:40:26 pm

Thank you oh trademarked master.

Title: Re: The Hastening of Doomforests

Post by: **Max**[™] on **September 20, 2015, 03:06:03 am**

Was mostly Dark One, I didn't even see those walls, I was looking at the trees near the south part of the map confused because they didn't SEEM like they were immediately problematic, but yeah, I'd nix those ones too.

Incidentally, that fort is impressively confusing, I got lost trying to figure out where anything was.

Not in adventure mode, no, I got lost in Doomforests in fortress mode.

I mean, poor Smunstu ended up doubling back around through a couple of places but through dumb luck I was able to generally progress towards the surface... I was trying to figure out where Astville was and found myself looking at the magma sea at the bottom of the map.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 20, 2015, 06:26:10 am

The guiding strategy of the first few years seems to have been "screw it, I'll just dig another hallway".

Title: Re: The Hastening of Doomforests

Post by: Callista on September 20, 2015, 10:24:31 am

More like, "Screw it, I'll just dig another entire fortress."

Redorf, plz?

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 20, 2015, 11:02:56 am**

Quote from: Callista on September 20, 2015, 10:24:31 am

More like, "Screw it, I'll just dig another entire fortress."

Redorf, plz?

What are your preferences? Should I go with Callista II or something different?

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 20, 2015, 12:55:30 pm

Quote from: Callista on September 20, 2015, 10:24:31 am

More like, "Screw it, I'll just dig another entire fortress."

Hey, that actually saved Doomforests multiple times, though.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on September 20, 2015, 02:33:21 pm

Journal of TehnoXan II, Master Mecha Engineer.

Entry Eight:

Good lord! I have been half alive for a long time! Blast, all that time wasted, all of the things that have happened. Oh! I forgot, I don't need to worry about that, I'm in Zureks body. Huh, cool. I could live forever! Anyway according to Fido, I was basically a forgetful half-wit for the longest time, but I. A drawing raid into forbidden territory he recovered the other half of my soul, stuck in a near by gem. Well, I

heard from an acolyte that Fido bought the gem from some random Dwarf. Oh well, I'm whole again and that's all that matters!

Blast, I have missed so much inter-cult politics while I was, uhh, missing a half. Well, I've got to reaccirt Mechatechno Sect dominance. I think the best way to to that is to unleash the Crundle gangs. The Four Fangs, the Door Crushers, the Ogre Teefs, and even the Seeing Eye. Although, the seeing eye is acting strange. Venturing into restricted areas of the Caverns, vandalism, and worst of all contract killings for other. Crundles and even Dwarves. Eitherway, giving the Crundle gangs free reign on the fortress will certainly bring the other factions to their knees. As more and more dwarfs are lynched by Crundles, angry after years of being treated like animals. Fido does not support the plan, but hopefully, the Mechatechno sect crime network will prove useful. Eat this you heathens!!

OOC: Finnaly! I had time to post! Hope you guys liked! :D

Title: Re: The Hastening of Doomforests

Post by: Callista on September 20, 2015, 03:03:49 pm

Quote from: Taupe on September 20, 2015, 11:02:56 am

Quote from: Callista on September 20, 2015, 10:24:31 am

More like, "Screw it, I'll just dig another entire fortress."

Redorf, plz?

What are your preferences? Should I go with Callista II or something different?

Hrm.... Just pick a random dorf and name them Callista II. Random dorf was what I went with last time, and the bonecarver worked out nicely enough. Except for her short-livedness. :)

I was considering continuing writing her perspective as a ghost, giving her the ability to affect reality in a minor way because she's hanging on to her masterworks and doesn't want to move on quite yet (like, able to do anything that takes less than ten grams of force, or so, like writing notes or toggling the lock on a door). But then I realized this fort already has too much supernatural stuff going on, and it would just be cluttering things up to add yet another supernatural force, however weak. So, my dorfs shall remain entirely mundane observers of the crazy around them. Unless they don't. In which case they won't.:P

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on September 20, 2015, 04:12:48 pm

Quote from: TheFlame52 on September 20, 2015, 12:55:30 pm

Quote from: Callista on September 20, 2015, 10:24:31 am More like, "Screw it, I'll just dig another *entire fortress*."

Hey, that actually saved Doomforests multiple times, though.

You wanna know what really saved the fort? You have three guesses. :P

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 20, 2015, 04:29:18 pm

Soap

You

The Doc

Title: Re: The Hastening of Doomforests Post by: PsychoAngel on September 20, 2

Post by: PsychoAngel on September 20, 2015, 05:31:09 pm

Quote from: TheFlame52 on September 20, 2015, 04:29:18 pm

Soap You

The Doc

Got 'em

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on September 21, 2015, 06:22:16 pm

Hey, guys?

Doomforests went to page two again...

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 21, 2015, 06:29:15 pm**

Some of you may be wondering "Is the turn dead" or something. Fear not. I have a weird schedule and my week-ends are notoriously lacking in free time. That usually means not much progress. I dropped the save here and thankfully, Dark One and others were able to locate the problem. This occured over the timeframe I wouldn't have been playing anyway, so nothing was really lost in the end. Doomforests is currently moving foward, slowly but steadily. Everyone is busy, and I'm mostly just doing music practice while keeping an eye out for weird events. Fall came and went, and while "some" things happened, I'm just going to write them up together after a little skip in time before the years's end.

Callista, you have been redwarfed as a (relatively, for a dwarf) young jeweler. Migrants waves, and the help provided by Dark One, will be covered ingame with the next update, which should resume tomorrow.

EDIT: A message has been posted while you were typing your reply...

Quote from: PsychoAngel on September 21, 2015, 06:22:16 pm

Hey, guys?

Doomforests went to page two again...

Lolfixed.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on September 21, 2015, 06:33:43 pm

Quote from: Taupe on September 21, 2015, 06:29:15 pm

Quote from: PsychoAngel on September 21, 2015, 06:22:16 pm

Hey, guys?

Doomforests went to page two again...

Lolfixed

Welp, that was quick.

Title: Re: The Hastening of Doomforests
Post by: Taupe on September 21, 2015, 06:40:30 pm

Quote from: PsychoAngel on September 21, 2015, 06:33:43 pm

Quote from: Taupe on September 21, 2015, 06:29:15 pm

Quote from: PsychoAngel on September 21, 2015, 06:22:16 pm

Quote from: PsychoAngel on Septer

Hey, guys?

Doomforests went to page two again...
Lolfixed.

Welp, that was quick.

The timing was almost... magical.

Title: Re: The Hastening of Doomforests Post by: Taupe on September 22, 2015, 05:33:28 pm

The fall season came with its share of problems. Some trees in the area were so cursed, that they managed to bring any progress in the fortress to an halt. Several dwarves gathered and tried to solve the issue. In the end, it was Dark Two, Klan-master, who recognized the origin of the curse, and then proposed a way to avoid it. Progress resumed in Doomforests, slowly as it was.

"I'm beggining to see why your kind despises nature so much, the Prime Minister said.

-Yes, now I can resume my brewing operations. Sadly... it seems that many of my associates were victims of Masli's rampage a few weeks ago. Alas, their booze-soaked clothes made them easy prey to the beast's fire attacks.

-A tragedy, truly. We'll need to replace them. I'll send word to the surrounding settlements, inviting brewers of all nations to visit us and join Doomforests's ranks.

-Thank you, sir. But one last thing! The charcoal and ash operations are taking their toll on our log supply. We are out of barrels, and PsychoAngel is using the carpenter workshops to produce bucket to hold lye.

-Hum, that's nothing we can't solve. Longshank is a skilled mason, and we won't be resuming work on our construction projects until the miners have dug a trench around the farming operation. In the meantime, I'll have him produce some rock pots."

Spoiler (click to show/hide)

→Some migrants have arrived, despite the danger.

Shortly after, ten new dwarves moved to Doomforests, most of them skilled in brewing. Dark Two took them to the brewing area, and began explaining things about "optimised stills" and "modified recipees". All of these things the goblin cared little about. Dark Two was meeting his quotas and that's all that mattered.

Spoiler (click to show/hide)

"I finished up some work. I am very satisfied."

She feels satisfied at work. Within the last season, she was content after sleeping in a bedroom like a personal palace. She was content dining in a legendary dining room. She didn't feel anything after seeing a buzzard die. She didn't feel anything after seeing a glant oln die. She didn't feel anything after seeing a disn't seel anything after seeing a disn't see anything after seeing a disn't seel anything after seeing a seeing the seeing a disn't seel anything after seeing a disn't seel anything after seeing a seeing disn't see anything after seeing a seeing disn't see anything after seeing a chidn't feel anything after seeing a seeing disn't see anything after seeing a seeing disn't see anything after seeing a seeing a seeing disn't seel anything after seeing a seeing disn't see anything after

Dwarfpower was still stretched, as the migrants merely replaced those poor souls who burned in the dinning hall incident. Still, some people began gossiping about a strange fellow, who wandered the halls screaming about a special projects. The man was apparently a bowyer, and needed a workshop done. Once such a thing was built, he began screaming about gems, gems of all kind, and browsed the stockpiles for days, tossing around every uncut gem he found. Clearly, the guy needed refined materials.

"Maybe I can help, Prime Minister? My name is CallistaII, after a departed old friend. I'm a gem cutter by trade, but Longshank has been using me for block hauling in the last season. I could probably help create those cut gems, if you would allow it!
-Why not. Take four kinds of gems we have too much of, and start cutting them on repeat."



While the dwarves were struggling with industry, various forces conspired to destroy them. forgotten beasts crept in the depths, and a new minotaur approached the fortress from the south. The mighty cow-man (is that racist?) quickly noticed the open tunnel leading inside through the mysterious turbine hall, and entered Doomforests near the kennels. He stopped, and began trashing some axles and tubes. The military moved in and dealt with the problem swiftly, without any injury on their part. The Prime Minister smiled; now they had a reason to close this tunnel with walls, without spending time on dismantling the useless tubes, or explaining the situation with the engineers. Doomforests now had one less backdoor...

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Page 1/1
Flame Sanrebzuntîr, Quartermaster: Help! Save me!
Giant cave spider venom is injected into the The Quartermaster's dwarf blood!
The Quartermaster is completely paralyzed!
Giant cave spider venom is injected into the The Quartermaster's dwarf
blood!
The Giant Cave Spider latches on firmly!
Giant cave spider venom is injected into the The Quartermaster's dwarf
blood!
The Giant Cave Spider latches on firmly!

Signat Cave Spider shakes The Quartermaster around by the head,
The Quartermaster has fully overcome the paralysis.
Giant cave spider venom is injected into the The Quartermaster's dwarf
blood!
The Giant Cave Spider latches on firmly!
The Quartermaster is completely paralyzed!
Giant cave spider venom is injected into the The Quartermaster's dwarf
The Giant Cave Spider latches on firmly!
An artery in the head has been opened by the action.

The Quartermaster has fully overcome the paralysis.

The Quartermaster in the head, tearing apart
Giant cave spider venom is injected into the The Quartermaster's dwarf blood!
The Giant Cave Spider latches on firmly!
The Quartermaster is completely paralyzed!
Giant cave spider venom is injected into the The Quartermaster's dwarf
blood!
The Giant Cave Spider latches on firmly!
The Giant Cave Spider shakes The Quartermaster around by the head.
```

But backdoors, it did have plenty. In a strange twist of irony, it was Flame the quartermaster, responsible for the holes that allowed Masli inside the fort, who fell victim to this new intrusion.



A giant cave spider crept around the caverns, and started climbing the magma pipe's walls, eventually landing inside the suspended statue garden. Flame was there, and was soon found dead.

```
Page 1/1
        Giant Cave Spider charges at The Furnace Operator!
Giant Cave Spider collides with The Furnace Operator!
Furnace Operator is knocked over!
Furnace Operator stands up.
 The Giant Cave Spider attacks The Furnace Operator but He jumps away!
The Furnace Operator punches The Giant Cave Spider in the left fourth foot with his left hand, fracturing the chitin!
The Giant Cave Spider attacks The Furnace Operator but He jumps away!
 The Furnace Operator punches The Giant Cave Spider in the right first leg with his left hand, tearing the fat and bruising the muscle!
 The Furnace Operator punches The Giant Cave Spider in the left first leg with his right hand, tearing the fat!
 The Furnace Operator punches The Giant Cave Spider in the left first foot with his right hand, tearing the fat!
 The Furnace Operator punches The Giant Cave Spider in the abdomen with his left hand, tearing the fat and bruising the muscle!
 The Furnace Operator punches The Giant Cave Spider in the cephalothorax with his left hand, tearing the fat and bruising the muscle and bruising
 the heart!
 The Furnace Operator punches The Giant Cave Spider in the left third foot with his left hand, tearing the fat and bruising the muscle!
 The Furnace Operator scratches The Giant Cave Spider in the cephalothorax, chipping the chitin and bruising the muscle!
 The Furnace Operator punches The Giant Cave Spider in the right first foot with his right hand, tearing the fat and bruising the muscle!
 The Furnace Operator scratches The Giant Cave Spider in the left first foot and the injured part is ripped into loose shreds!
An artery has been opened by the attack, a ligament has been torn and a tendon has been torn!
 The Furnace Operator punches The Giant Cave Spider in the left third foot with his right hand and the injured part collapses into a lump of gore!

An artery has been opened by the attack!
 The Furnace Operator punches The Giant Cave Spider in the abdomen with his right hand, tearing the fat and bruising the muscle!
 The Furnace Operator punches The Giant Cave Spider in the left second leg with his left hand, tearing the fat and bruising the muscle!
The Furnace Operator punches The Giant Cave Spider in the cephalothorax with his left hand and the injured part explodes into gore!

An artery has been opened by the attack!
```

Spoiler (click to show/hide)

There's nothing like a good friend."

Within the last season, she was interested near a fine Furnace. She was delighted after eating a legendary meal. She was literated near a fine Fast. She was interested near a fine Fast. She was i

Surprisingly, there was no need to call for the military. Flame's apprentice, a furnace operator lady, let out a deafening battlecry and charged the spider. dodging claw, teeth and slashes, the wannabe hero eventually landed a punch so strong it exploded the beast's cephalothorax, sending the giant cave spider plummeting into the magma below. No traces of foe remained. The avenging furnace operator was swiftly promoted to replace flame, and changed her name to FlameII. What secrets of the forge her predecessor discovered, she carried with her to the grave, which would soon lead to more trouble...

* * * * * * * * *

Winter was coming to a close. Smunstu's initial, imcomplete term was almost over. As per the rules of the fortress, he could apply for a second, complete new year, but that would require a lot of connections and goodwill from the fortress' residents. A few months earlier, people seemed genuinely happy about his leadership, but things had changed. The farms he promised were nowhere near operational. Worse, the tree issue had delayed the project so much that they were not even ready to complete the first layer of the wallsm spending time hauling and placing copper floor tiles around the area. The cave adaptation was so bad that the goblin had to stop and remind himself that copper's natural color was not bright green. His fiercest supporter was Dark Two, but the brewer had been slowed by a lack of barrels, and some of his apprentices had died. The fall of their quartermaster was not entirely her fault (in fact some called it karma), but it made things more complicated. Flame was very close to uncovering where all their iron bars were going to. With the brewers too dead to dig out hematite ores, the steel production was going nowhere. Dark Two's cooperation was closely tied to the promise of establishing the Order of the Ale. No steel, no brewer's guild support. This was not entirely unsalvageable, however.

"The situation troubles me, Klan-Master. I have no words for what's going on. I tried my best, but events conspire against us to prevent progress in this cursed place. With flame's untimely death, the disapearing iron mystery remains, and her subordinate miners are unruly. It would not do for a goblin to back on his word. for three generations, my ancestors have declared sieges and promised offerings of terror, and they *always* delivered. I am now dedicating all my efforts toward solving this mystery, and giving you the steel equipment i promised. Our current booze stockpiles rest at 2400, which is still an accomplishment. However, time is drawing to a close. Granite will be upon us soon, and the rutile hat's future is uncertain. No successor has been declared or voted yet. The next overseer could be anyone.

-I know what you are hinting at, Minister. We have no way of knowing who the next leader will be, and it is fair to assume that he probably won't care about our current projects. Find iron, and have the forges under control by the end of the year, and I'll make sure that the elections go your way. Brewers wield considerable power among a fortress, after all."

And so the quest to understand what the fuck was going on down in the new fortress began.

```
The Minotaur strikes at The Axedwarf but the shot is blocked with the shighwood shields?

The Axedwarf misses The Minotaur!
The Minotaur stracks The Minotaur!
The Minotaur stracks The Minotaur!
The Minotaur stracks The Minotaur!
The Minotaur sizes The Minotaur in the left hand with her steel battle axes; tearing apart the muscle!
The Axedwarf misses The Minotaur in the left upper leg with his silver war hammers, bruising the muscle!
The Minotaur stracks The Minotaur in the left upper leg with his silver war hammers, bruising the muscle!
The Minotaur charges at The Hammerdwarf!
The Hammerdwarf looks surprised by the ferocity of The Minotaur's onslaught!
The Hammerdwarf looks surprised by the ferocity of the Minotaur's solides with The Hammerdwarf!
The Hammerdwarf bashes The Minotaur in the right foot with his silver war hammers; bruising the muscle!
The Axedwarf attacks The Minotaur in the right lower leg with his silver war hammers, chipping the bone!
The Axedwarf hacks The Minotaur in the right lower leg with his silver war hammers, chipping the bone!
The Axedwarf hacks The Minotaur in the left hand with her steel battle axes; tearing apart the muscle!
A sensory nerve has been severed!
The Exedwarf hacks The Minotaur in the left hand with her steel battle axes tearing apart the muscle!
A sensory nerve has been severed!
The Minotaur falls over.
The Minotaur falls over.
The Minotaur falls over.
The Madwarf pulls on the embedded steel battle axes.

The Axedwarf hacks The Minotaur in the head with her steel battle axes and the severed part sails off in an arc!
```

Now, those stocks had to make sense. Why on earth were dwarves noting the total number of bars held and in use, but not how many of each kind were currently used on construction? "Blah blah another minotaur blah blah head chopped" went the voice of the general in the background. "Good" replied the goblin, going back to his books. Flame mentioned on many occasions that they had begun hematite smelting, but then announced that they were still short on iron bars, either to make pig iron or steel alloys. The problem thus was not how the iron was coming into their possession, it was where it was going... someone was stealing it and building things with valuable fortress resources. Acquiring more hematite now would not do.



<u>Spoiler</u> (click to show/hide)



Instead, the Prime Minister relocated the miners to the area near the temple, where marble could be found. This must have been the central area where flame initally got her flux stone supply, so the miners were familiar with the place. work went smoothly. The workers currently building floor tiles outside were moved to stone hauling; now was not the time to deal with the farms. While supervising the marble extraction (and keeping an eye on suspicious activities), he noticed Mate the Inquisitor coming out of the temple to Armok. His Heirless holiness seemed rather pleased with himself, having finally completed the smoothing of his life's work. The dwarf was a noble warrior, a fearsome hammerer, and he had many supporters amidst the fortress. Smunstu approached him.

Spoiler (click to show/hide)

```
Adil Tanurist. Furnace Operator cancels Make pig iron bars: Needs 1 iron bars.

Zulban Obokmurak has created a masterpiece *pig tail fiber cloth*!
Adil Tanurist. Furnace Operator cancels Make pig iron bars: Needs 1 iron bars.

Iden Zozsåkzul has created a masterpiece *cave spider silk cloth*!

'Mate The 888th' Asizilral has engraved a masterpiece!

``

"That's... truly a great building there. My office pales in comparison. Say, you wouldn't know how to engrave things as well, your holiness?

- -Hum, why yes, I am in fact a legendary engraver and stone retailer.
- -Well, I know you must be a very busy dwarf. So I hesitate to ask. I've recently ordered some metal decorations for my office, and they are still unfinished. I think engravings would be a better option.
- -Not finished? After several months? I could administer a good beating for mandate not met, if..."

Spoiler (click to show/hide)

```
 Make Charcoal
 27/30
 J

 Make soap from tallow
 24/30
 J

 Make Ash
 1/30
 J

 Make pig iron bars
 12/30
 J

 Construct gold Cabinet
 18/20
 J

 Construct gold Statue
 20/20
 J

 Construct gold Throne
 5/5
 J

 Construct gold Table
 5/5
 J

 Make rock Pot
 27/30
 J

 Make Lye
 30/30
 J

 Make soap from tallow
 30/30
 J

 Brew drink from plant
 30/30
 X

 Make rock Pot
 30/30
 X
```

\_ <u>Spoiler</u> (click to show/hide)



"Well, with Flame dead, TechnoXanII's our best metalworker. I'm sure he'll be done with them soon...

-That crundle-kissing maggot? Nah, metalcrafting is not the greatest art. Engraving is where it is at! I'll do this for you, Prime Minister, just to show everyone how the inquisition's noble art is superior to any golden furniture made by the Mechatechno sect."

#### (Screenshot of various engravings missing)

And thus, Mate888th got to work, quickly turning the barren office into a work of art, helped by his apprentice Bembul. Most of the office is dedicated to an epic fight between a fabled night troll and a clan of dwarves, 700 years ago. victorious goblins are also engraved on the central pillars, and the back walls and floor depict various political events in the history of Doomforests, from rising millitary leaders, elected mayors, or the founding of the fortress by the Hall of Mortality. Truly, and admirable piece of art.

\* \* \* \* \* \* \* \* \* \* \* \* \*

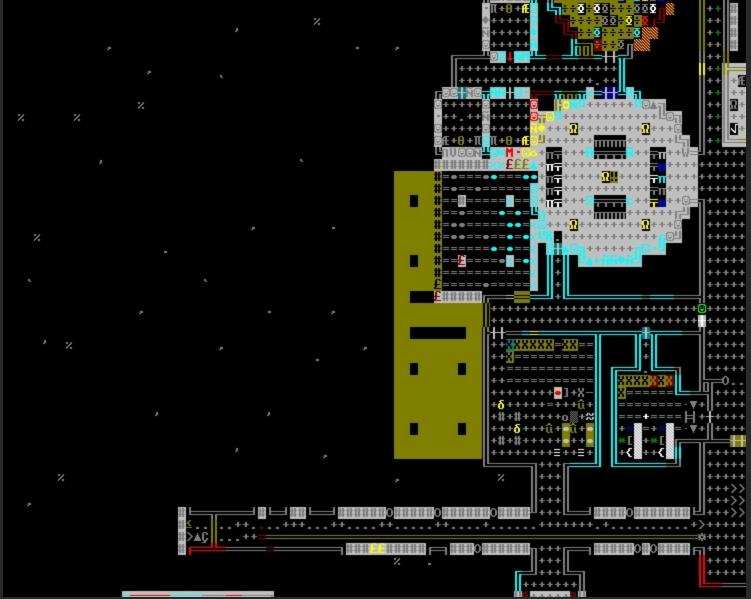
It was now a mere week before the new year. Time was of the essence. Smunstu was not a firm believer in Christmas miracles, but he quickly changed his mind when a young recruit approached him. He carried with him a small sketch. All details of the sketch were of the highest quality. The sketch depicts the engineer Gwolfsky laboring. Gwolfsky is smiling. The sketch relates to the construction on repeat of iron arrow heads by the dwarf Gwolsfky in Doomforests, in the fall of 1066.

Spoiler (click to show/hide)

| Tiune occus                      |                     | 1419 1100              |
|----------------------------------|---------------------|------------------------|
| Plant Seeds                      |                     | Farm Plot              |
| Plant Seeds                      |                     | Farm Plot              |
| Process Plants/R                 |                     | Farmer's Worksh        |
| Weave Thread into Cloth          | Inactive            | Loom                   |
| Weave Thread into Silk           |                     | Loom                   |
| Weave Thread into Cloth          | Inactive            | Loom                   |
| Make bone bolts/R                | Inactive            | Crftsdwrf's Wrk        |
| Assemble iron ballista arrow     | Suspended Suspended | Siege Workshop         |
| Assemble wooden ballista arrow/R |                     | Siege Workshop         |
| Load Catapult<br>Load Cage Trap  | Inactive            | Catapult<br>Cage Trap  |
| Load Cage Trap                   | Inactive            | Cage Trap              |
| Load Cage Trap<br>Load Cage Trap | Inactive            | Cage Trap<br>Cage Trap |
| Load Cage Trap                   | Inactive            | Cage Trap              |
|                                  |                     |                        |

"You asked us a while back to keep an eye on any alchemy-related event, but we found nothing about that specifically. I went a step further and started spying on people who were using iron. I found Gwolsfky the Mechdorf, and followed him. He's been secretly snatching all the iron bars, and turns them into iron arrow heads. Then he smashes the ballista arrows against a wall at point blank to increase his siege operator skills. He's been doing this on repeat for the whole year."

And thus, the culprit was found. Gwolfsky not only built a strange power facility far away from the fortress, but had apparently hijacked the iron supplies to become a master ballista operator. Technoxan was quickly put on the case. "All I wanted was to build a small fortress surrounded by lava and have it equipped with ballista towers!", the mechdorf admitted when confronted with evidences of his actions. While he was banned from continuing any of his activities, thanks to the "No New fortress Act of 1063", no beating was administered. Mate888th announced that while Gwolfsky's project was a drain on resources and dwarfpower, they were judged too dwarven to bear any further punishment.



It was time to tie all loose ends. election day was around the corner. With the iron drain patched, it was time to get new hematite. Smunstu had located a vein that would double as a way to regain the brewers's favor, and to some extend the goodwill of many other dwarves. New rooms were to be dug to exploit that vein, as well as serve an actual purpose. The Prime Minister decided that this would make for a good public announcement.

"As you all know, our brewers have recently been dreaming of creating a knightly order. This order will be called the Order of the Ale. Our favorite booze-makers, led by Klan-Master Dark Two, will keep our barrels of beer filled during crunch-time, and patrol the fortress when our alcohol stockpiles are secured. Hopefully, their devotion to the well-being of this fortress will help prevent disasters, such as the deaths of beloved dwarves Flame and Callista. To provide for this new order, I've designated new stockpiles near the dinning hall, where a vein of hematite. This will be a very symbolic project, as the digging will provide ores to outfit our brewers for combat, and the space left by the mining project will act as a booze stockpile that's right next to your meeting area! Oh, and of course the bottom room will be used as a lye storing area, which should hopefully speed up the adjacent soap-making facilities. That means maximum cleanliness for everyone, and minimum walking for our haulers."

Pencil\_Art was next to speak, playing her part marvelously with one of her well-written speeches. At the end of the evening, the gathered dwarves were chanting about booze and soap,. The Prime Minister smiled, as he travelled to his office with his secretary. The rutile hat was lodged securely on his head, and would remain there for the next twelve months.

"Excelent speech, sir.

- -Thank you, miss TaupeIII. We now have a full year ahead of us.
- -Indeed. I have gathered data about your newest construction projects. Barfing and tree-chopping are slow, and hauling blocks and bars outside is sub-optimal. Even once the building is finished, we'll need to divert dwarves from other sectors to make them farmers. This replacement project is flawed, and I think it is time we move back to our main idea.
- -We lack the main element.
- -For now. but there will be more migrant waves. We can optimize our migrant input by... freeing some room in the fortress. The deconstruction of the turbine hall will not meet any objection --It is incomplete and trashed, and people miss the pretty mist generator -and we can blame any unfortunate accident on a convicted dwarf's shoddy designs. His iron thievery, and the creation of a backdoor that let a minotaur inside our very halls, will make him the perfect scapegoat. What's beautiful is that the dwarves who are most likely to jump on those tasks are those unskilled idlers and kids we have no real use for. they will not be missed.
- -interesting. If this works, we can get the kind of migrant we're truly looking for. If this fails, then... I'm sure I can just secure the trust of the dwarves, take a backseat for a few years, and reclaim the rutile hat once the time is right...'

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 22, 2015, 05:40:10 pm

GODDAMNIT WHY DIDN'T I ENHANCE FLAME'S BRAVERY

At least I prepared for Flame's eventual death. Where's her baby?

Title: Re: The Hastening of Doomforests

Post by: Max™ on September 22, 2015, 09:04:33 pm

Quote from: Taupe on September 22, 2015, 05:33:28 pm

The mighty cow-man (is that racist?)

Incredibly, they prefer "bovine-americans" but that's stupid and they're monsters so who cares.

Gwolfski not being punished is hilarious btw.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on September 22, 2015, 09:19:27 pm

Quote from: Max<sup>™</sup> on September 22, 2015, 09:04:33 pm

Quote from: Taupe on September 22, 2015, 05:33:28 pm The mighty cow-man (is that racist?)

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There must be beatings! And we all know who the best engineer here is, yes judge that is my Crundle army. Right answer, ME!! :P

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 22, 2015, 09:26:00 pm

Quote from: TechnoXan on September 22, 2015, 09:19:27 pm

Quote from: Max<sup>™</sup> on September 22, 2015, 09:04:33 pm Quote from: Taupe on September 22, 2015, 05:33:28 pm

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There must be beatings! And we all know who the best engineer here is, yes judge that is my Crundle army. Right answer, ME!! :P

I'm afraid all the crundles were eaten by the mopst recent forgotten beast. My dearest sentiments to you and your family.

Title: Re: The Hastening of Doomforests

Post by: Max™ on September 22, 2015, 09:27:15 pm

Plus Taupe is right, wasting iron on making ballista heads and promptly smashing them against a wall is incredibly dwarven.

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 22, 2015, 09:36:09 pm

Quote from: Max<sup>™</sup> on September 22, 2015, 09:27:15 pm

Plus Taupe is right, wasting iron on making ballista heads and promptly smashing them against a wall is incredibly dwarven.



Actual reaction of mine when I found out, after six months of painstakingly locating hematite veins and watching them vanish, what they were used for.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 23, 2015, 05:31:05 am

That really is the most dwarven explanation of the problem possible. If the ballista were built of elf bone, it would even be praiseworthy.

Title: Re: The Hastening of Doomforests

Post by: Dark One on September 23, 2015, 11:00:03 am

### Journal of Dark Two

Weeks ago the crundles halted booze production by claiming plump helmet stockpiles. This problem was eliminated by the overseer however, and we could resume our production. We had limited dwarfpower though, as some of the brewers died in the attack of burning flying rat. This problem was also quickly solved - letters sent to other fortresses by the overseer attracted new brewers!

On unrelated note, when wandering the forest area in search of ingredients for my new experimental beverages, I saw something strange - the trees just moved their twigs from one position, into place of construction. I quickly reported it to the overseer. I never thought that it was something important, but it turned out that it was a high priority problem.

I never thought that my dreams could actually come true in Doomforests! My optimised stills are source of high quality booze, produced in really short time, and I'm a leader of the brewing division! What's best, my dreams of froming a Knightly Order can also come true! It's only a matter of time until we'll receive equipment and proper training! Whatever that goblin overseer wants to do, he has the loyalty of Order of the Ale for eternity!

Title: Re: The Hastening of Doomforests

Post by: Taupe on September 23, 2015, 01:52:23 pm

Spring is dealt with, and exactly nothing happened except spamming u-m-q to keep production running. It will be grouped with summer.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 23, 2015, 04:45:26 pm

Do we have an armorsmith? If not, set someone making steel leggings on repeat. Melt the leggings when they reach legendary.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on September 23, 2015, 07:08:25 pm

I want to point this out:

Quote from: Taupe on September 22, 2015, 05:33:28 pm

I am in fact a legendary engraver and stone retailer.

Of the many typos I've seen recently this one takes the cake. Imagine Mate yelling out "Get yer galena! Get yer slate! I've got all manner of stones here, fellows!"

Oh boy!

On boy!

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 23, 2015, 07:21:55 pm

Also, don't forget that a lot of the iron turned into thousands of steel bars. It wasn't all ballista arrows.

Title: Re: The Hastening of Doomforests
Post by: Taupe on September 23, 2015, 11:22:09 pm

#### Spoiler (click to show/hide)

"I was never one to follow advice."

Within the last season, she was introduced near a fine Table. She was introduced near table of table. She was introduced near table near a fine Table. She was introduced near table near

A new year meant a new Senshuken. Seven is a lucky number, the general said, and thus she took over the name of fabled heroes of the past.

### Spoiler (click to show/hide)



Whatever was slowing down the production of steel wasn't just the theft of iron bars. Hematite wasn't getting melted properly. Deconstructing the smelters and redesignating the stockpiles broke the links between those two elements, and once more the dwarves of the forge were free to take any hematite in the fort and convert it into bars, then steel bars. Soon, steel production resumed, after over a year of hiatus. The golden furnitures weren't getting done however. The metalcrafting industry went through a overhaul, allowing more people to work the forges, and giving those dwarves less alternate labors. Done were the days were a metalcrafter would haul items between two production orders. Smunstu wanted his office done, and he wanted it done *now*.

#### Spoiler (click to show/hide)

"This is my fight to She feels wenged! near a splendid boo seeing a buzzard did elighted after eat. She felt pleasure n roon. She felt pleasure n roon. She is the daughter worshipper of Tunur She is two years ol She is average in a She is indefatigable. The she was a she absoluted the she had been she will be hear great of the she was great of

"Always tell the truth."

She is married to Monon Rocksfainted. She is the daughter of Athel Racerag and Litast Boltrins. She is a worshipper of Odur the Beard of Periwinkles, a worshipper of Innur Playgilds and a worshipper of Olnen Pocusles and the first of the foliation of the first of t

#### Spoiler (click to show/hide)

This is ny fight too. I will take revenget?

She feels vengeful when joining an existing conflict. Within the last season, she felt pleasure near a completely subline Statue. She didn't feel anything after seeing a buzzard die. She felt pleasure near a fine Trap. She felt pleasure near a fine State (lly arranged Statue. She felt pleasure near a fine State (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a fine state (lly arranged Statue. She felt pleasure near a splendid frag. She felt pleasure near a fine state (lly arranged Statue. She was annowed after being accested by hanters. She felt pleasure near a fine Bridge. She was blissful dining in a fantastic dining she is the daughter of Olin Coalchances and Dark Tuo' Wringwhips. She is a casual worshipper of Odur the Beard of Perivinkles, a worshipper of Odur the Beard of Perivinkles, an ardent worshipper of Olne Focusesson and worshipper of Innur Play. She felt pleasure near a fine Bridge. She was blissful dining in a fantastic dining the state of the sta

While the dwarves of the Mechatechno sect were struggling to retrain new members after previous fights, Mate the 888th was doing fine. He and his boys were doing a splendid job of smoothing various areas of the fortress to beautify Doomforests. Nieces and cousins arrived in the next migrant waves, paying visit to their relative, and filling the void left by the previous heir's death.

#### Spoiler (click to show/hide)

This is a crundle bone chest. All craftsdwarfship is of the highest quality. It is encrusted with cushion marble cabochons, decorated with crundle bone and pecan wood and encircled with bands of oval marble cabochons. This object is adorned with hanging rings of marble and menaces with spikes of marble. On the item is an image of two rectangular cabochons in marble. On the item is an image of ushrir Helmsrushed the dwarf in pig tail fiber.

To celebrate his good work, and reunification with his family, His Holiness was offered a very special item, made of crundle bones from creatures he personally slain. a fine decoration for a man such as he.



Spoiler (click to show/hide)



Mate the 888th had even smoothed parts of the farm that were unfit to agriculture. By placing floors and removing them, the dwarves were able to destroy any unwanted plants in the area, allowing for maximum crop efficiency and low risks of tree sabotage in the future. Work had began on the upper floor, while the smelters were busy getting reconstructed. There was a temporary large amount of idlers, and the construction went rather smoothly. the second layer was now climber-proof, and fit to host the various seeds of the fortress.

Spoiler (click to show/hide)



All was not well in Doomforests, however. While the farms upstairs were growing marvelously, the ones deep in the fortress were now home to a forgotten beast. How it got there, nobody knew, and at this point it was almost impossible to find out. nobody even knew where it came from to land in such an area. thankfully, the beast was content to trash various items and stand guard over the body of a war leopard. the disappearance of this specific beast is what drove people to notice the monster. the army mobilized nearby, and charged.

Spoiler (click to show/hide)

```
Alath Asteshenshal, war Leopard (Tame) has been missing for a week.

Uzol Bomrekidath has created a masterpiece *crundle bone bolts [5]*!

Uzol Bomrekidath has created a masterpiece *crundle bone bolts [5]*!

Cerol Asinsat, Elite Marksdwarf cancels Pickup Equipment: Equipment mismatch.

Domas Nomurdim has become a Hammer Lord.

Uzol Bomrekidath has created a masterpiece *forgotten beast bone bolts [5]*!

Rith Bomrekdegël, Furnace Operator cancels Store Item in Stockpile:
Horrified.

Uzol Bomrekidath has created a masterpiece *forgotten beast bone bolts > [5]*!

Alath Asteshenshal, war Leopard (Tame) has been found dead.

Domas Nomurdim has become a Administrator.

Zan Gusilbardum, Doe Rabbit (Tame) has been found dead.

Mafol Olinothil, Spearmaster cancels Rest: Paralyzed.
```

The creature was slain quickly, thanks to the superior steel equipment of the army, but Mafol was unlucky enough to get exposed to the noxious secretions. He soon fell ill and couldn't leave his bed.

```
Spoiler (click to show/hide)
```

```
→ Miss Taupe III Thabumavuz, Secretary cancels Diagnose Patient: Patient not resting.
```

```
Mafol Olinothil, Spearmaster
"Mafol Tongsweak"
 *.0
 Paralyzed
 Winded
8=
 -8
Æ
```

"I can't get a good diagnosis because the patient is busy getting carried to his bed", his secretary said. Miss Taupe was also the chief medical dwarf, after all. "He's done for, tho, that much is obvious. I just locked him in his room, before anyone could get infected. At this rate he'll drown in his own blood if the syndrome doesn't finish him." needless to say, Mafol was found dead within a week.

```
Spoiler (click to show/hide)
```

```
iron bars [525]
gold bars [721]
silver bars [675]
copper bars [1930]
nickel bars [2]
zinc bars [192]
 bronze bars [56]
 brass bars
steel bars [176]
 pig iron bars [63]
platinum bars [7]
electrum bars [10]
tin bars [3]
trifle pewter bars [2]
lay pewter bars [2]
lead bars [945]
aluminum bars [22]
nickel silver bars
billon bars
sterling silver bars [2]
black bronze bars [3]
rose gold bars [3]
bismuth bars [2]
bismuth bronze bars [27]
charcoal [111]
ash [60]
 electrum bars [10]
 ash [60]
 pearlash
giant cave spider soap [5]
crundle soap
forgotten beast soap [20]
giant magpie soap [12]
groundhog soap [9]
elk soap [5]
draltha soap [17]
giant rat soap [11]
 giant rat soap [11]
 giant mole soap [7]
 echidna soap [20]
 giant gray langur soap [14]
```

The death of soldiers was hard to deal with. Training took a long time, and left the fortress vulnerable. Still, a single victim plus a pet (and a bird) could be considered a victory, given the history of this fortress. With this attack and the dinning hall fire, they were now down to 26 soldiers, and it was unlikely they could afford any more recruits without strangling the fort's productivity. It was time to create the Order of the ale. The timing was perfect... The farms were finished, the steel industry was booming, and soon enough the gold furniture would be done, leaving time for armorsmiths to train. In the meantime, some of the brewers could use the gear from fallen soldiers.

Spoiler (click to show/hide)

```
5
23
 Elite Mrksdwrvs 8
Wrestlers 8
Food Stores:
 19320
 1399
4019
9790
 443
 None
 Trained Animals A
Other Animals A
 Drink
Other
 Elite Wrestlers Recruit/Others
 Fish
 16
 None
 3653
 Other Animals
 82
```

<u>Spoiler</u> (click to show/hide)

```
'Drk Tw' Ulzstbmrk, Kln-
AUAILABLE
Order of the Ale
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 AVAILABLE
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Recruits
Constructive Cusps
militia captain
 AVAILABLE
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```

On this very week, the drink count rolled over the 4 thousand mark. "It is time", announced Dark Two, leaving his still to claim = Steel breastplate=. 'The Order of the Ale is now operational!". His fellow brewers, old and new, joined the ranks of the revamped Fortress Guard, and began their training. An armor stand was placed atop the tower, where the Order of the Ale could master their new skillset while overlooking the army in the courtyard above.



His secretary was busy hauling a wheelbarrow back and forth from his office to the nearest stone stockpile. "These leftover boulders clash with the engravings and golden furniture", insisted the Prime minister. He'd have someone else do the job, but miss TaupeIII was as good as any dwarf, and there wasn't much to cure or diagnose these days. This was also a good moment to talk about their plans.

"I've browsed the migrant waves so far. Twelve of them in total, and none too splendid. sure, they may make good soldiers, but they lack a certain "quality".

-Indeed. I'll have to wait for another few years for our guest to arrive. In the meantime, Inviting the relatives of Mathe the 888th was a good move. he was complaining about a lack of heir, and this should keep him on our side. His rivalty with the Mechatechnosect is problematic, but at least the inquisition is outside engraving things, while the engineers are perfecting their metalworking skills. they hardly meet nowadays.

-Let's not forget, the influx in soap has made PsychoAngel an ally. And the new Fortress Guard are deeply loyal to you.

-Yes. All and all, I'm not even sure we should turn everyone into... food-efficient citizens. Cleaning this place is such a time-consuming endeavor, I'm not sure it's even worth it at this point. Maybe it'd be simpler to just... I dunno... improve the fortress and make it a better place?

Then my dear Prime Minister, I would suggest dedicating the remaining months to more engravings, and maybe unforbiding items slowly. There are still many dwarves lacking a burial, and countless amounts of crap littering some levels. Adding smartly-placed stockpiles to strengthen our industries would be a good start.

-Hum, certainly. We'll have all those furniture placed and put to use first. we have countless doors, and countless doorless rooms, that's a no brainer. Truth is, I'm starting to like this place. Look at this office, it's gonna be so pimp!"

Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 24, 2015, 12:09:58 am

Can I ask for a turn? I would like a turn. I know I am working on another fort atm but I noticed two criminal acts in this fort. first. cult/conspiratory activity fell below acceptable minimum, second [Statement Retracted by Regenreich Intelligence Agency]. I plan to fix both, if I am allowed.

Title: Re: The Hastening of Doomforests

Post by: LordBrassroast on September 24, 2015, 08:07:11 am

I would love a dorf and a turn.

Name: LordBrassroast

Professsion: Hammerdwarf or Macedwarf, custom profession "Blunt Trauma Specialist": D

Title: Re: The Hastening of Doomforests

Post by: **Max**<sup>™</sup> on **September 24, 2015, 11:17:04 am** 

All Hail th' Order O' th' Ale!

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **September 24, 2015, 11:58:58 am** 

Spoiler: Intro (click to show/hide)

In a place beyond time, beyond space and beyond color, 10 figures, dressed uniformly in similar suits, coats, fedoras and black glasses. All black and white.

The figures sat around the table, a meeting in progress. The figures squabbled and argued.

'No, I am NOT going to do that. DO YOU KNOW HOW IT FEELS WHEN YOUR FACE MELTS OFF?'

'No, but neither do you! That was not your body!'

'It doesn't matter whose body it was, it was still painful as balls!'

'ENOUGH! We will draw straws!'

'Ummm.... My mom send a note to the office. The doctor said I am not supposed to do any possessions until my... cold... clears up.'

'Don Quattro, you do not have a mother, there is no doctor here, and we do not get ill. Now, everyone, form a cue, I have here some straws.'

'Look, I just do not want to go to Doomforests, ok? That place is bad news!' Don Quattro replied.

'Nobody wants to go there, that is what the STRAWS ARE FOR! NOW FORM THE BLOODY CUE!' As the figures drawn the figure holding straws noticed something amiss, one figure missing.

'Wait, where is Don Pedro?'

'He said something about us being scaredy cats, and that he will go and show us amateurs how it is done...' Came a response.

'Hum... that so not like him.'

'Well, he did not exactly use words "Scaredy Cats" and "Amateur"...'

'Fair enough... Who's up for lunch?'

'We do not have a cafeteria here, Boss.'

'Oh, right.'

~~~~~~~~~

Meanwhile in Doomforests a random dwarfs stopped in his tracks in the middle of the hallways, ungodly shriek coming from his lungs. His eyes closed, his body convulsed. After few seconds everything stopped, the dwarf pulled out a pair of strangely ethereal looking obsidian spectacles, and upon pacing them on his nose looked around.

Half the fortress was staring at him.

'Yes, ekhm, excuse me, I had something in my throat. Now could someone direct me to the place one signs up to become overseer?' He asked, in a voice unlike his.

A nearby hauler sight and pointed to the right direction with his finger. They had a goblin as an overseer, could a possessed dwarf be any

Too much? not enough? Anyways, could I get dwarfed as any unnamed male dwarf?

Name: Don Pedro

Proffession: NOYB [That means None Of Your Business]

## Title: Re: The Hastening of Doomforests

Post by: Drazoth on September 24, 2015, 12:53:09 pm

Quote from: exodius1 on September 24, 2015, 12:09:58 am

Can I ask for a turn? I would like a turn. I know I am working on another fort atm but I noticed two criminal acts in this fort. first. cult/conspiratory activity fell below acceptable minimum, second [Statement Retracted by Regenreich Intelligence Agency]. I plan to fix both, if I am allowed.

This is mostly due to my lack of time to post and my lack of ideas. Your entrance to the fort will help greatly.

## Title: Re: The Hastening of Doomforests

Post by: Dark One on September 24, 2015, 02:40:58 pm

[OOC]

Quote from: Max<sup>™</sup> on September 24, 2015, 11:17:04 am

All Hail th' Order O' th' Ale!

Spoiler: HAIL! (click to show/hide)



Quote from: exodius1 on September 24, 2015, 12:09:58 am

cult/conspiratory activity fell below acceptable minimum, second [Statement Retracted by Regenreich Intelligence Agency]. I plan to fix both, if I am allowed.

Just before Taupe redorfed me, I planned something like this.



Dark Two's fate turned out even better though, so I'm staying a goody knight for now. [/OOC]

#### **Journal of Dark Two**

This is a day of our triumph! We're preparing to make an oath to the Armok and the overseer, that we will serve the good of the fortress! Everyone gathered in the meeting hall, surrounded us. The millitia commander appeared, and after Pencil\_Art and Overseer Smunstu ended their speeches, we were had to make an oath:

- We, the Order of The Ale swear that till the last drop of blood from our veins, and till the last drop of booze from our barrels drips on the ground... WE WILL SERVE AND PROTECT THE FORTRESS OF DOOMFORESTS!!!

It's real! The Order of The Ale is officially a knightly order of Doomforests! Each year, the forming of the Order should be celebrated with a free, high quality booze served by our knights! The millitia commander took us to training areas quickly, and gave us some supplies left by dead soldiers. Then he described our duties, and gave us patrol maps. We proceeded to train immediately.

Later the day, when I was patroling the hallways I heard a horrifying shriek made by one of the dwarves. Everyone stopped their duties for a moment and just stared at the strange dwarf. Then he just asked about the overseer signups, and went on. I called two other knights, and we decided to follow him, just to be sure.

The dwarf entered the Bloodthorn Signup Cabin and written his name on the list. We just waited for him. He went out of the cabin and was surprised. We moved our hands slowly towards our weapons, and when he was just about to panic, we said:

- We're watching you... scum...

And then we just turned around, singing the booze song we always sang while working in the stills. As soon as we reached our headquarters, I ordered one of the knights to send my letter to Mate the 888th.

Spoiler: Letter (click to show/hide)

To Mate the 888th

In this grand day of forming The Order of The Ale, we want to inform you that Inquisition have just gained a new ally in their endeavors of protecting the fortress from all kinds of evil lurking in the darkness. I also want to inform you, that we witnessed a strange behavior of one of the dwarves. Said dwarf have given an ungodly shriek from his lungs, which made the fortress just... halt for a moment. Further investigation is needed to say if he is possessed or not. You'll recognise him by obsidian spectacles that dwarf wears all the time.

Klan-Master Dark Two The Order of The Ale

Then another knight have brought me papers from the overseer that I had to fill in, so the Order would be documented.

Spoiler: The Order of The Ale (click to show/hide)

Name: The Order of The Ale

Leader: Dark Two Alignment: Good.

Description: The Order of The Ale is the first official knightly order of Doomforests. In the beginning just a group of brewers, now elite warriors devoted to serve the fortress, and Smunstu in any way they can.

After filling in the forms, I proceeded to write the codex of the Order.

#### Spoiler: Codex of The Order of The Ale (click to show/hide)

This document is the official codex of The Order of The Ale. Only Klan-Master can change information written herein, and only when he receives agreement from all the knights.

- 1. Praise Smunstu and Dark Two, as they are the saint founders of the Order.
- 2. Follow the path of stills, and live the ways of booze.
- 3. Serve and protect the fortress.
- 4. Don't ignore requests from citizens, but follow them carefully.
- 5. Trust only your brethren in the Order, Overseer and Millitia Commander.
- 6. Inquisitors, vampire and witch hunters are our brothers in arms, treat them with respect.
- 7. Always help your brethren in the Order. If your brother is attacked, respond immediately. If your brother needs support in battle, aid him.

The ranks in the Order are as follows:

Klan-Master - saint warrior, the leader of the Order.

Champion - elite warrior, advisor of Klan-Master.

Knight - the main member of orders millitary forces.

Squire - well versed in the ways of booze, needs training to become a knight.

Novice - new followers of the path of stills.

This was a great day. I think that I'll like living in Doomforests much more from now on.

#### Title: Re: The Hastening of Doomforests

Post by: Taupe on September 24, 2015, 03:13:56 pm

Alright people, thanks a lot for all the participation! The recent dorfing have been made. LordBrassroast, you are the fortress' only blunt trauma specialist, since everyone else uses spears or swords. Or their... hands? Exodius, you somewhat leaped into a 150 years old uberstressed dude. Wether or not the stress is the result or the reason for the possession is up to you.

Autumn is mostly over, but I'm leaving for classes later this evening and I'd rather study than jump into some writing. I should be able to wrap up winter tomorrow, and that should be it for my turn.

#### Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 24, 2015, 03:16:56 pm

Quote from: Dark One on September 24, 2015, 02:40:58 pm

That was quick0.0 I at least expected to be dorfed before I am required to join the RP0.0 Oh well, in for a penny...

Spoiler: And good day to you... (click to show/hide)

It was going easier than expected. The inhabitants seemed more than willing to allow him to sign up for leadership. Usually it took years of planning, scheming and earning trust. Maybe he was even better at this than he remembered?

When he was leaving the lovely booth they used as a sign up office he stumbled across some rather... aggravated individuals, who declared they were spying on him after which they left him alone. Very nice of them to inform him of that, his training suggested that actually TELLING your target that you are conspiring against them was a faux pas. Now he could prepare and counteract, as soon as he figured out his way around this place. All he needed for his plans to succeed was about 9 other dwarves, a magma smelter, magma forge, regular metalworks, crafts workshop, few bins, a pickaxe and few hundred weapon grade metal bars. Oh and about 20-30 silver and iron bars each... and maybe some platinum, because why not? Now he needed to figure out how to blend in. He should probably do the things that non-leader mortals do... like eating... and ummm... he would figure something out...

Spoiler: Regenreich (click to show/hide) Name: Regenreich Intelligence Agency

Leader: [Retracted by RIA]

Alignment: Neutral... Yup, definitely Neutral... Nothing to see here, move along...

Description: [Retracted by RIA]

@ tAUPE: And that is fine, does he have any family? friends? can we make him food efficient?

#### Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 24, 2015, 03:23:22 pm** 

Quote from: exodius1 on September 24, 2015, 03:16:56 pm

And that is fine, does he have any family? friends? can we make him food efficient?

If I could make people food-efficient they'd already all be corpses, moving or not.

### Spoiler (click to show/hide)

"I could do without all of those creatures and tangled greenery."

"I could do without all of those creatures and tangled greenery."

"I could do without all of those creatures and tangled greenery."

"I could do without all of those creatures and tangled greenery."

"I could do without all of those creatures and tangled greenery."

"I could do without all of those creatures and tangled greenery."

"I could do without all of those creatures and tangled greenery."

"I could do without all of those creatures and tangled greenery."

"I could do without all of those creatures and tangled greenery."

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"I could a tangle greenery.

<u>Spoiler</u> (click to show/hide)

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Kivish Borushathel
Tun Vetekdodók
Edden Berumān
Afis Ezumvoden
Thob Dorenbal. Sturer
Udil Anamsazir
Kib Ekuruzol
Onget Ezumkàs
Ushat Tostinod
Mörul Memadkābuk
Afir Astlisat
Woungest
Ushat Tostinod
Mörul Memadkābuk
Afir Astlisat
Rintar Tatloshrigòth
Afin Tatloshrigòth
Afin Salisat
Kib Ekuruzol
Onget Ezumkàs
Ushat Tostinod
Mörul Memadkābuk
Afir Astlisat
Afir Astlisat
Rintar Tatloshrigòth
Afin Salisat
Afin Kimuzol
Id ònulāthir
Afines Kodornokim

Z: Zoom
Service
Stift ESC: Done
Service
Shift+ESC: Back to Main
```

You seem to have a family, altho only your youngest son currently resides in Doomforests.

## Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 24, 2015, 03:29:45 pm

Quote from: Taupe on September 24, 2015, 03:23:22 pm

Quote from: exodius1 on September 24, 2015, 03:16:56 pm

And that is fine, does he have any family? friends? can we make him food efficient?

If I could make people food-efficient they'd already all be corpses, moving or not.

```
one hundred forty-nine years old, born on the 8th of Felsite in the year 918.
ideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is braided. His short hair is neatly combed. He is average in size. His ears have small lobes. His silver eyes are some is white with a touch of gray. His skin is pink.
 Podro' Avuzerith likes native aluminum, fine pewter, blue jade, hornbill leather, shields, donkeys for their stubborness, emperor penguins for their waddling gait and coffee trees for their yummy cherries. Where the stubborness is the stubborness of their waddling gait and coffee trees for their yummy cherries. When the stubborness is the stubborness of their waddling gait and coffee trees for their yummy cherries. When the stubborness is the stubborness of their waddling gait and coffee trees for their yummy cherries. When the stubborness is the stubborness of their waddling gait and coffee trees for their yummy cherries. When the stubborness is the stubborness of the
 he has an anothing spatial sense, very good intuition, good exectivity and an ability to read snotions fairly well, has been continued by the law specific very spatial sense, very good intuition, good exectivity and an ability to read snotions fairly well, has been continued by the law specific very specific
 A short, sturdy creature fond of drink and industry.
 Spoiler (click to show/hide)
 FPS: 100 (49)
 Relationships of the NOYB 'Don Pedro' Avuzèrith
 Kivish Borushathel
Tun Vetekdodók
Edëm Berumåm
Atîs èzumrodem
 Wife
Eldest Son
Eldest Daughter
Youngest Daughter
Youngest Son
 Udil Anamsazir
Kib Ekuruzol
Onget Èzumkàs
Ushat Tostinod
Mörul Memadkûbuk
Atír Astlisat
Adil Dodókudiz
 Father
Paternal Grandmother
Paternal Grandfather
 Younger Sister
Younger Sister
 Rimtar Tatloshrigòth
Aban Rämuzol
Id ònulûthir
Asmel Kodornokim
 Grandfather
 v: View
 ESC: Done
Shift+ESC: Back to Main
 z: Zoom
8293: Scroll
You seem to have a family, altho only your youngest son currently resides in Doomforests.
```

You have no idea how much fun I am going to have with this... \*Demonic Cackle\*. (Yup, I am definitely Neutral... Like TRUE NEUTRAL, all caps and all that... can someone PLEASE take the hammer away from that red-garbed individual over there? I really do not appreciate the way he is looking at me...)

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on September 24, 2015, 05:15:29 pm

#### Psycho II's Journal

The fortress has been cleaner and more well-stocked than it has ever been before! AND the overseer is permitting my profession to thrive! Life couldn't possibly be better! Although it looks like many of the dwarves have been following me lately, which kind of makes me nervous. At least my proteges are paying very close attention to the process of soap making. Soon enough I can teach my son the secret family recipe. Of course I teach all the dwarves all I can about soap making, but I've got to have *something* to call my own, right? Hopefully they, too, will put together their own blends of soap one day! I've heard that Minister Smunstu's office has been pimped out recently. I hope he's happy. Because if he's happy, than we'll be happy. At least most of us, though I doubt he has any enemies.

<u>Spoiler: The Followers of Psycho</u> (click to show/hide)

Name: Followers of Psycho Leader: No one in particular

Alignment: Neutral

Description: The citizens of Doomforests that believe in the magical properties of Psycho's soap. People seem to be following her around these days, and she doesn't really like it. She doesn't want to hurt anyone's feelings, though, and shoos them off quietly if they stay too long. These are the people who are *dying* to know just what makes the Psycho Family Soap so magical.

[00C]

From now on, when I mention the secret family recipe, I will be doing so in cyan. I will also refer to current overseers in the color purple as well as the rutile hat.
[/OOC]

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 24, 2015, 06:04:45 pm

That's great and all but WHAT THE FUCK HAPPENED TO AVUZ FLAMEBORN!?

Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 24, 2015, 09:07:04 pm

So, I just took a look at the (outdated) map, as I was trying to at least *guess* few things... My initial opinion can be summarised as "oh god help".... Will update the map when I get my hands on the save.... If I still remember how to that is...

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **September 25, 2015, 12:58:16 am** 

Its worth mentionning that the current turn list has not been updated in... three months? Something like that. At this point Doomforests is mostly moderated by posters, not the OP. This means that we'll need someone to browse the thread and grab the names of anyone who asked for a turn, or reapplied for one. Hey you, person reading this, why not you? The next and final update wont be up for another seventeen hours. You know you don't have anything else to do. I'll even give your room a golden door to commemorate your dedication.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on September 25, 2015, 06:43:31 am

Longshanks resolved the food-efficient inhabitant of the fortress with admirably efficient dispatch.

Quoth he, "EEEUUGGGH!!!"

Title: Re: The Hastening of Doomforests

Post by: Dark One on September 25, 2015, 11:04:28 am

#### **Journal of Dark Two**

It was a week since the strange dwarf joined The Voluntary Overseer Signup in our Bloodthorn Signup Cabin. Through this time we kept three of our knights following him... watching all the time, every single move, day and night. We even found a way to keep watch on him inside his own chamber! The investigation showed nothing however, and I've got no response from the Chief Inquisitor. I decided to write an official letter to that dwarf. From what my knights told me, his name is Don Pedro. My first official investigation in Doomforests have ended.

"To Don Pedro

Due to the evidences found, or rather complete lack thereof, the official investigation on Your subject have come to an end. We are happy to announce that your civilian status have returned to normal, and your position on the overseer have been officially confirmed. A reminder - once you have become the overseer, our knightly order will be for Your disposition.

> Klan-Master Dark Two The Order of The Ale"

With that finished, I sent one of our knights to deliver it. Then I took some documents that I had to fill in, so the case would be finished. Just when I started to write the report for the overseer, one of the knights entered the office and gave me a letter. Interestingly, it was a letter from one of the dwarven officials in the mountainhome. I opened the letter and started to read:

"To Klan-Master Dark Two

We've been interested in your latest activity Klan-Master. This is a rare occurence, and the letter provided us by Miss. Taupe III of Doomforests, and rumors spread by our citizens, we decided to extend The Order's of The Ale area of operation to the mountainhome. Research conducted by Ministry of Not Dying Horribly, as well as our Chief Medical Dwarf and brewers have showed that knightly order praising booze and drinking is a huge morale booster, and actually serves some practical purposes by creating additional layer of protection to our fortresses. With this in mind, we decided to raise your rank to Klan-Master of Mountainhome, with fortress of residence being Doomforests.

Ministry of Not Dying Horribly

I must report it to the overseer as quickly as I can!

#### Title: Re: The Hastening of Doomforests Post by: **exodius1** on **September 25, 2015, 11:21:35 am**

Quote from: Taupe on September 25, 2015, 12:58:16 am

Its worth mentionning that the current turn list has not been updated in... three months? Something like that. At this point Doomforests is mostly moderated by posters, not the OP. This means that we'll need someone to browse the thread and grab the names of anyone who asked for a turn, or reapplied for one. Hey you, person reading this, why not you? The next and final update wont be up for another seventeen hours. You know you don't have anything else to do. I'll even give your room a golden door to commemorate your dedication.

I would, but it took me a week to get through the thread, and I do not think my boss appreciated that ^^ But if my memory serves Pyrotechno wanted a turn before me, and someone else before him....

Also, this thread is rather appropriate, don't you think? I mean, the OP left us, we have no idea what is going on, and yet we still struggle on... just like the fortress itself... Apart from the "everyone's dead" part....

Quote from: Dark One on September 25, 2015, 11:04:28 am

snip

Spoiler: Mail call! (click to show/hide)

And now those damned fools pretend they stopped! Bah! Thought Don Pedro of Regenreich, not fooled by the amateurish attempts at inviting him into false sense of security.

## Title: Re: The Hastening of Doomforests

Post by: Taupe on September 25, 2015, 07:26:52 pm

http://dffd.bay12games.com/file.php?id=11160 (http://dffd.bay12games.com/file.php?id=11160)

So I slept 3 hours tonight. I'm tired. Here's your save, with both Gwolfsky's and my year completed. I'll post the summerfall+winter wrap-up tomorrow when I'm not a mental wreck.

#### Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 25, 2015, 07:33:01 pm

Quote from: Taupe on September 25, 2015, 07:26:52 pm

http://dffd.bay12games.com/file.php?id=11160 (http://dffd.bay12games.com/file.php?id=11160)

So I slept 3 hours tonight. I'm tired. Here's your save, with both Gwolfsky's and my year completed. I'll post the summerfall+winter wrap-up tomorrow when I'm not a mental wreck.

Sleep well.

So, who wants to PM Pyro? Not me, that is for sure, as I am not even certain if he was the one asking for a turn before me-.-

#### Title: Re: The Hastening of Doomforests

Post by: Drazoth on September 25, 2015, 11:11:12 pm

I'll collect all the turn requests in my next post, as well as put in some RP. I am the only one, or does anyone else think this fort needs a tvtropes page?

### Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 25, 2015, 11:25:08 pm

Quote from: Drazoth on September 25, 2015, 11:11:12 pm

I'll collect all the turn requests in my next post, as well as put in some RP. I am the only one, or does anyone else think this fort needs a tvtropes page?

Speaking of RP, I feel that we may be in somewhat similar camp... care to join forces? I swear I will not stab you in the back at the nearest opportunity...

#### Title: Re: The Hastening of Doomforests

Post by: Drazoth on September 26, 2015, 12:45:04 pm

I lied about the turn list, as i'm at work right now and browsing on a phone sucks. Anyway:

3 sat at a desk, in an isolated room down in the caverns. While his room was alright, it did not afford the privacy that conspiring required. Kronk sat accross from him, waiting for his orders.

"Good to see you after so long my friend. I've been so very busy as of late. Anyway, I need you to deliver some letters for me."

"Why not send the constructs for this?"

"The recipients would not react well to them. The first one here is for 'his holiness', Mate the 888th. This one is for Dark 2, and this one

for our wonderful Prime Minister. Any questions?"

"What do you intend to do about Pedro? He seems dangerous to me."

"I have an idea for him. If nothing else, it will help me to try and ferret out his intentions."

I have the utmost trust in you sir. I'll be on my way now then, unless there was something else." "

"Just another bottle of rum, this one's gone empty on me." 3 looks mournfully at the bottle on his desk.

"Not a problem sir.'

Kronk then stands, bows to 3 and then turns sharply on his heel as he leaves.

3 looks down at the construct sitting on his desk. He had been tinkering with the control spells lately. The runes on this one were much more complicated, but allowed the construct to have a much greater functionality. He then gives it a letter address to Dan Pedro and it rushes off.

He then looks at the mess of notes. When Pedro had arrived, he had then used the instructions contained in the tome DarkOne had left him. That had allowed him to trace where Pedro had come from. He had learned a lot less than he had hoped to. All he knew was that an organization known as RegenReich controlled it. What they wanted and what they were was unknown. All he knew was that they existed. Perhaps he could get Pedro to let something slip. Oh well, all he could do know was wait for a response to his letters.

OOC: i'll post the letters later, as typing all this on my cell was a total pain in the ass.

Title: Re: The Hastening of Doomforests

Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 26, 2015, 05:08:20 pm

Forget the map, apparently the file size is too big, even after compressing 0.0

Post by: Drazoth on September 26, 2015, 05:21:11 pm

Mail Time!

Got one here for Dark 2:

Spoiler (click to show/hide)

Dear Brew Lord,

I just wanted to thank you for identifying the dwarf that was so suddenly possessed recently. If I had to do it myself, it would have taken quite some time, and who knows what he could have gotten up to by then. Now that the praise is out of the way, lets move on to the criticisms. While having this interloper followed about was a good idea, it was very foolish to openly tell him about it. Now I know you don't have the experience your namesake had with these matters, but they require a degree of subtlety. I had hoped you would have possessed some, but it seems you have failed to live up to your predecessor here, as well as in other areas that aren't relevant to the matter at hand. I suggest you leave this sort of thing to me or the inquisition, as we have more experience with supernatural matters. I know you to be a good brewer, and you show potential in leading your order against more mundane threats, so perhaps focus on that and leave this type of thing to the professionals. Sincerely, D.

Got another one here, this one for Mate888:

Spoiler (click to show/hide)

Dear High Inquisitor,

As you have no doubt been made aware of, a dwarf was recently possessed by a spirit identifying itself as Dan Pedro. I have reason to believe this is no ordinary spirit, and could prove a blessing or a curse, depending on it's intentions. I haven't any information on what that intent may be, so I would recommend biding your time for the moment. I don't think that your organization has fully recovered from your clashes with the MechaTechno, and a wrong move here could prove disastrous for you. On that note, I would take it as a personal favour if you were to cease this pointless aggression towards the MechaTechno. They harbor no ill-will towards this fort, and shall prove very beneficial in the future. Besides, I have a certain amount of influence with their leader, and will be more than able to keep them from causing any serious trouble, though they won't leave you alone if you don't provide them with the same courtesy. I will pass on any information regarding Dan Pedro as it becomes available. If you need to get word to me, give my man Kronk a letter to pass on to me. I suggest being careful with who you trust to pass the letter on to him, if anyone. We don't know what Dan Pedro is capable of, and he could well use foul magic to subvert your comrades. From, Your Cousin.

Yet another letter, this time for our beloved Prime Minister:

Spoiler (click to show/hide)

Dear Prime Minister Smunstu:

I just wanted to congratulate you on your very successful term as leader of this fortress. Who would have thought that you would have come so far when your entrance to this fort was in a cage, and your first bedroom the archery range. On that note, I would like to apologize to you for how my eldest brother had treated you. He was a total ass, so full of himself and his dreams of power. At any rate, I also wanted to thank you for all you've done for this fort during your term, not only as a citizen of this fort, but also as a member of my family. We have a vested interest in this fort, as we had a role in it's founding. This fort is very important to us, and to our plans. During your term, you have done much to help complete those plans. When the time comes and me, or the likely event of my death )given the history of this place) one of my brothers, takes our rightful place upon the completion of those plans, you will be rewarded well. Sincerely, a friend.

Last one, for the newcomer to the fort:

<u>Spoiler</u> (click to show/hide)

Dear Agent of Regenreich,

Yes, I know who you are, I know where you came from, I know of your organization but that's all I know about you. Why are you here? What do you want? Are you friend or foe? These are the questions that I want answered. I know such answers won't be free, so allow me to propose an alliance. I have been here far longer than you, and I have influence over more than you would think. I don't know why you are here, but I think we may be able to work together to mutual benefit. After all, we are much alike, I can tell. We are both puppet masters, pulling the strings of those beneath us to obtain or goals. What strings do you pull I wonder. Which ones do you want to pull? To what end do you want to pull them towards? Only you know. But that will change. I can help you to take hold of those strings you need, or I can sever them at the most painful moment. As a sign of good will, the construct that delivered this letter has been designed to assist you with minor tasks, such as ferrying messages about to where you need them to be. A word of caution though, do not tamper with the spells controlling it, I will know about, and I will take it as an insult. Whatever you decide, send your reply to me by telling it to "deliver to maker". If you want it to deliver a message to any other dwarf in the fort, merely tell it who you want it to go to, and it will find it's way.

From, D3.

End of the mail call for today. I'll post the turn list later tonight, unless someone beats me to it.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 26, 2015, 07:09:02 pm

Quote from: Drazoth on September 26, 2015, 05:21:11 pm

Spoiler (click to show/hide) Dear Agent of Regenreich,

Yes, I know who you are, I know where you came from, I know of your organization but that's all I know about you. Why are you here? What do you want? Are you friend or These are the questions that I want answered. I know such answers won't be free, so allow me to propose an alliance. I have been here far longer than you, and I have influence over more than you would think. I don't know why you are here, but I think we may be able to work together to mutual benefit. After all, we are much alike, I can

tell. We are both puppet masters, pulling the strings of those beneath us to obtain or goals. What strings do you pull I wonder. Which ones do you want to pull? To what end do you want to pull them towards? Only you know. But that will change. I can help you to take hold of those strings you need, or I can sever them at the most painful moment. As a sign of good will, the construct that delivered this letter has been designed to assist you with minor tasks, such as ferrying messages about to where you need them to be. A word of caution though, do not tamper with the spells controlling it, I will know about, and I will take it as an insult. Whatever you decide, send your reply to me by telling it to "deliver to maker". If you want it to deliver a message to any other dwarf in the fort, merely tell it who you want it to go to, and it will find it's way.

From, D3.

End of the mail call for today. I'll post the turn list later tonight, unless someone beats me to it.

Spoiler: Response to D3 (click to show/hide)

Don Pedro smiled. Or rather he would if he had any control over facial muscles of his vessels, he was used to possessing humans but dwarves were a bit different. It would seem that about 3 quarters of their facial nerves ended in a beard, the way he saw it. He would get a hold of it, eventually.

Dear D3,

Thank you for your letter, and for this rather cute gift. I am always willing to appreciate the mix of functionality and looks. Your request of alliance is rather welcome, in fact I would have most likely proposed it myself, if I had caught wind of your organisation before I came

For my goals... well, you did not disclose any of yours, did you? But I suppose you can consider me a friend, unless we begin to trip over one another's metaphorical feet. What I want is not relevant, what Regenreich wants I cannot disclose, not because I cannot, or am unwilling mind. It is simply that I am just one of the cogs of a greater machine. A rather prestigious, well placed, and rather important cog, but a cog nevertheless.

What I can tell you however is what Regenreich represents. Stability, Continuity and Ability to improve One's Position based on Merit and Abilities.

As for shows of good will, I believe I can one up you there:

Firstly, as you requested, I will not alter the enchantments on Faustus (as I will call the construct you so graciously donated), despite the plethora of tracking runes you put on him.

Secondly, I will wholly admit that I have my own ways of communication, and do not require Faustus to do this job. I will however gladly keep him on my desk as a decoration, and direct line to you. Once I get a desk that is.

With Kind Regards, Don Pedro of Regenreich, SRM

With that done Don Pedro moved on to writing another letter.

To: Head Manager

CC: Board of Directors, Department Managers

Subject: Doomforests

It is my pleasure to inform you I have managed to infiltrate the target somewhat effortlessly. I have been discovered as a Possessor, but it seems to be payed no mind as the Fortress itself has seen more unusual things, and aside from that there seemed to be another Possessor overseer before me.

Will report again once on the top rung of the ladder.

Don Pedro reread the letter, and after he was satisfied he placed it over a candle flame, at which point it burst into a colourless flame. His job done he could... oh, what was that thing that mortals did? Oh yes, sleep.

Suddenly the body he was possessing went limp like a ragdoll, as he released his grip on the muscles to let his vessel rest.

Title: Re: The Hastening of Doomforests Post by: LordBrassroast on September 27, 2015, 08:47:41 am

Nvm. I thought he was talking to me, not Pedro, as I am a "newcomer to the fort".

Title: Re: The Hastening of Doomforests

Post by: Drazoth on September 27, 2015, 11:21:09 am

Here's the turn list, such as I was able to compile:

PyroTechno

ME Mate888

exodius1

I only looked from page 85 to the tree incident, so there is probably some that were missed. Also, wasn't it Salmeuk's job to maintain the turnlist? Someone should go and administer a beating for negligence.

## Title: Re: The Hastening of Doomforests

Here's the turn list, such as I was able to compile:

Post by: exodius1 on September 27, 2015, 03:02:10 pm

Quote from: Drazoth on September 27, 2015, 11:21:09 am

PyroTechno

Mate888 exodius1

I only looked from page 85 to the tree incident, so there is probably some that were missed. Also, wasn't it Salmeuk's job to maintain the turnlist? Someone should go and administer a beating for negligence.

Well, in Salmeuk's defence any sane person would have assumed this fortress would be over by now, and considering the fps I am getting (not the strongest laptop, in fact kinda crappy one but 4fps is still a bit of a disaster, will try turning off temperature, and play with path designation when my turn comes around) in most cases I would agree...

Title: Re: The Hastening of Doomforests

Post by: De on September 27, 2015, 05:03:46 pm

Quote from: Taupe on June 23, 2015, 08:11:53 am

press x whike placing items, including slabs, to know which item is which.

also the defaced thing means you mined a masterwork engeavung.

I'm not done reading through the thread but holy hell, I've been playing DF off and on since I was a young teenager, possibly more than ten years, and my method for putting up slabs has been to build every slab and then deconstruct the ones that aren't right and try again until the dwarves bring the right slab. You're telling me there was a way to get the right \*\*\*\*ing slab the entire time?

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **September 27, 2015, 05:10:56** pm

Don't feel bad, I didn't find it until a few months ago myself. My method was to forbid all the blank slabs when I wanted to build them.

# Title: Re: The Hastening of Doomforests Post by: De on September 28, 2015, 05:04:42 am

Quote from: Taupe on September 16, 2015, 05:39:42 pm

Don't pay attention to the body piles in every fort I play, I swear I'm competent at this game.

Sigged

EDIT: I'm here! I read the entire thread, it took the better part of a month but I made it! \*crickets\*

Anyway, before I put on proper clothes and head off to my incredibly tedious day job, I want to thank everyone who made Doomforests possible. There's been a lot of creativity, quick thinking and dedication in this thread, both in the game play and the RP. I'd mention names but I stayed up all night reading and I don't want to accidentally miss someone important. The ability to incorporate the ideas of others into the various stories you're all telling is part of what makes this particular community fort so special as it is. Good teamwork guys.

I do want to give a special shout out to Taupe though since he's taught us all a valuable lesson about resilience and the power of micro management to save fortresses others would abandon without regret, whether it be from skypigs or supergoats.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on September 28, 2015, 02:28:27 pm

Quote from: exodius1 on September 27, 2015, 03:02:10 pm

Well, in Salmeuk's defence any sane person would have assumed this fortress would be over by now, and considering the fps I am getting (not the strongest laptop, in fact kinda crappy one but 4fps is still a bit of a disaster, will try turning off temperature, and play with path designation when my turn comes around) in most cases I would agree...

While normally I would concede to your point, I must point out that Salmeuk is one of the original members of this fort, and anyone who has had the involvement with this place that he has can no longer make any claim to sanity. Any prior claims to sanity he may have had have also been retroactively made invalid. Same goes for me and all others who have been involved in this place for any significant length of time.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 28, 2015, 03:20:27 pm

I get bumped around between so many different forts that I end up balanced on top of sanity because I'm being pushed equally from every side.

#### Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 28, 2015, 03:25:08 pm

Quote from: Drazoth on September 28, 2015, 02:28:27 pm

Quote from: exodius1 on September 27, 2015, 03:02:10 pm

Well, in Salmeuk's defence any sane person would have assumed this fortress would be over by now, and considering the fps I am getting (not the strongest laptop, in fact kinda crappy one but 4fps is still a bit of a disaster, will try turning off temperature, and play with path designation when my turn comes around) in most cases I would agree...

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Salmeuk Cancels: Take care of Turn List, Gone Stark Raving Mad?

Spoiler: To D3 (click to show/hide)

Seems that despite my initial thoughts I will have more use for Faustus. I have just received news that next overseer is going to be Pyrotechno, and one after that will be Drazoth the Third, followed by our dear Inquisitor.

That is acceptable, however I would rather start my work as soon as possible. And thus I am asking you for a favour, a small one. So insignificant someone of your standing could surely fulfil it in their sleep.

You see, I require some small amount of resources. Nothing major, the fortress, I am sure of that, will be able to go without those resources, and not even notice their absence. It would, however, speed up my work significantly.

I will give you another show of goodwill, a third from me by this point so I hope you appreciate the straight forward approach I have taken to our business relationship, and tell you a secret. This vessel will not last long. Why? Well, company guidelines ask us NOT to posses anyone young, in their prime, legendary or otherwise useful to the fortress. We wish, at least initially, to abstain from altering the equilibrium... too much. and thus the body I am using can last anywhere from 2 weeks to, at most, 10 years. I need to start as soon as possible, if I want to do it efficiently that is, as another guideline discourages multiple possessions in the same world.

Thus I present you with the list of some items I will require, as to what they will be used for you will have to wait until I get an assurance that you will give me this little favour. One should never put all their favourite hats into one box, you see.

I will require:

- \*9 unskilled dwarves
- \*90 wooden logs
- \*19 mechanisms, any type will do
- \*a pickaxe, preferably silver
- \*1 steel anvil
- \*1 iron anvil
- \*3 pieces of magma proof building material
- \*100 or so copper bars
- \*20-30 iron bars
- \*20-30 silver bars \*20-30 lead bars

As you can see this is hardly any drain on the fortress itself.

Awaiting Your Reply, With Kind Regards, Don Pedro of Regenreich, SRM

Title: Re: The Hastening of Doomforests
Post by: Taupe on September 28, 2015, 05:12:51 pm

Quote from: exodius1 on September 28, 2015, 03:25:08 pm

Salmeuk Cancels: Take care of Turn List, Gone Stark Raving Mad?

Speaking of turn list, I'd obviously like to be added to this for another go down the line. Half of the people will likely cancel by then, and I am way too busy to take another go at this in say, a month. As such, I'll probably let a few people go before I jump back into Doomforests. I've been dedicating all my free time to community forts for the last seven weeks and I'm getting seriously drained. I need a DF vacation. :/

People have been complaining about the fps issue. I'm not too sure where I stand on this, since I've been cruising this baby at 26-30 fps for most of my 20 months of play. I tried to get rid of a few things, clear some stockpiles, and tidy the place up a bit, but things are moving slowly thanks to the horrible, horrible design. Thanks, whoemever began carving new forts wait that was me Let's all agree that any new fort past Astville was definitely a bad idea. Running the clean command in DFhack will definitely help, albeit not by much. (ran it once, then people barfed everywhere. The soap magic storyline gives us a free pass to keep using that command as we please I guess...) The point I'm slowly and clumsily making here is that, Doomforests is now obviously quite taxing on lower-end machines. If your FPS is 4, then no amount of optimization is going to double that at this point. Heat disabling, weather turned off, perfect traffic designations... none of this will give you more than 20/30% more fps combined. The pathfinding, quantity of items, and sheer size of the fortress is the main issue. Thus I would suggest two points to keep this thread "alive".

1-If your computer is shit, you probably shouldn't queue up. This isn't personal. We love you, we really want to benefit from your participation, but you won't be able to offer any if you are running the game on a 6 years old laptop. You'll get 5 fps, play for two months, and give up. This has happened before. *It will happen to youuuu!* 

2-Overseers should keep the betterment of the fortress in mind, at least partially. Look at the stocks. We have many things. We probably don't need to mine and smelt 100 more tetrahedryte ores. In fact, we probably don't need many new *lots of things*. It's better in the long run to figure out where the things we have are, and put them to use, than to produce another set of them. It's okay to block a few of the thousand dead ends when you find them. For example, we could reuse the old tombs on the main floor instead of digging a whole new set somewhere near Indonesia. There's a fuckton of shit that's still forbidden, waiting for a stockpile or a purpose. Reclaiming a few of these at a time when the idler count starts sky-rocketing could be a good idea. I'm not saying "don't do dumb shit and terrible plans", because this is obviously the essence of the thread at this point. But whatever you have in mind, there probably is a way to accomplish it that will benefit the fps rather than sink it deeper.

With that in mind, here is something I promised a day or two ago...

\* \* \* \* \* \* \* \* \* \*

The year had come and gone. Soon, he would have to let go of the Rutile Hat, at least for a few years. Before the official end of his term, Prime Minister Smunstu gathered most officials from the fortress, to browse over the progress made during the last seasons, and the state of the fortress.

<u>Spoiler</u> (click to show/hide)

```
iron bars [525]
gold bars [721]
silver bars [675]
copper bars [1930]
nickel bars [2]
zinc bars [192]
bronze bars [56]
brass bars
steel bars [176]
pig iron bars [63]
platinum bars [7]
electrum bars [10]
tin bars [3]
trifle pewter bars [2]
lay pewter bars [2]
lead bars [945]
aluminum bars [22]
nickel silver bars
billon bars
sterling silver bars [2]
black bronze bars [3]
rose gold bars [3]
bismuth bars [2]
bismuth bars [2]
bismuth bronze bars [27]
charcoal [111]
ash [60]
pearlash
giant cave spider soap [5]
crundle soap
forgotten beast soap [20]
giant magpie soap [1]
groundhog soap [9]
elk soap [5]
draltha soap [17]
giant rat soap [11]
giant mole soap [7]
echidna soap [20]
giant gray langur soap [14]
```

The closing days of summer saw a rebooted and booming steel industry. An overhaul of job permissions and staff management allowed the gold items to finally be made. The best armorsmiths then began to craft a few items on repeat, to own their profession. they were now qualified enough to produce steel gear for the Order of the Ale. What items were still missing had been queued by the manager, and should come out of the forge by the end of spring. The Order of the Ale was still green, but they trained long and hard in the guard tower.



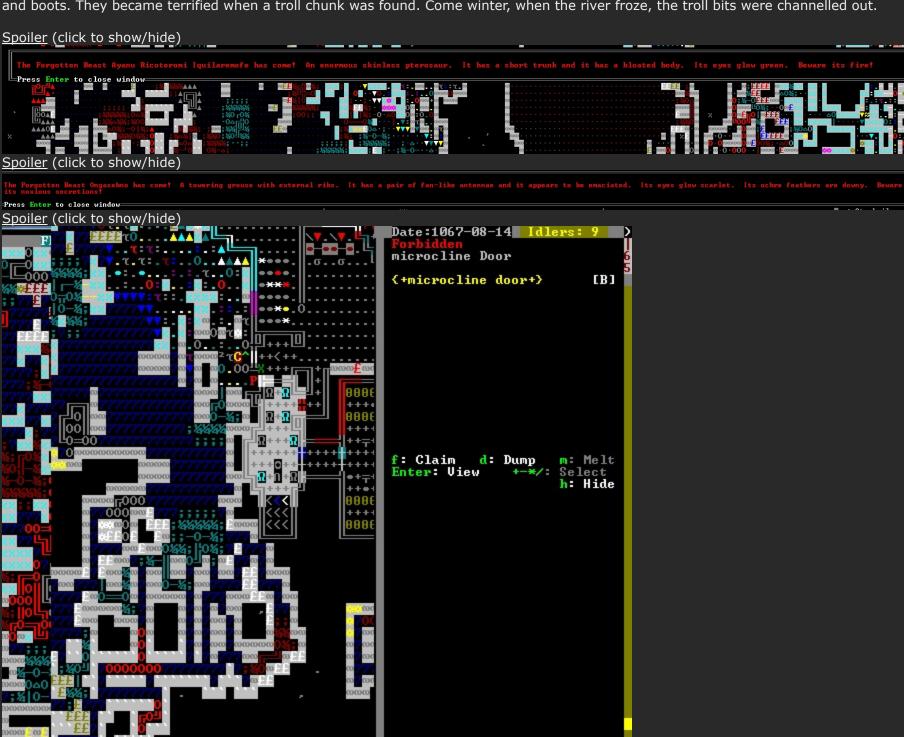
Five ghosts were troubling the fortress, so they were memorialised. The commemorative slabs were placed at the entrance of the tower, so the Order be reminded of the importance of their training. The outpost liason was so impressed by the whole idea, that by the end of the year many branches of the organisation had sprouted across the Town of Stroking.

The fact that those ghosts bent on troubling past had chosen to bother and haunt Prime Minister Smunstu of all people, said a lot about the death rate of most dwarves in the fortress, and the need for such an Order.

Spoiler (click to show/hide)



The farms were now operational, and set to produce various crops across the year. Sure, some of the seeds would run out, but for the time being the farmers would be spicing up the variety of aliments found in Doomforests. some migrants were added to the agriculture staff, as well as old members of the fort. Krong, dedicated lever puller, had become a planter after admitting he had no idea what any of the levers even *did*. The new farming structure contained a fishing pond, but workers complained that they were mostly fishing out socks and boots. They became terrified when a troll chunk was found. Come winter, when the river froze, the troll bits were channelled out.



Two new forgotten beasts appeared in the caverns. The first one wandered around a bit, had a fisticuff with an old beast, and ended up at the front door of Astville. There it had a mental breakdown. all it's life, it was told it was the only one of it's kind. Yet, near this strange microcline door, laid the rotting corpse of another, sharing its name. Ayanu was terrified. Whatever laid beyond that strange, forbidden entrance, was obviously enough to have brought down another just like him. Ayanu contemplated the door, with awe, respect and terror.

For months, it has been sitting there, mystified, puzzled. It may remain there forever.

#### Spoiler (click to show/hide)

"We should all work together."

We should all work together."

We should all work together."

We should all work together."

Within the last season, he felt pleasure after a sparring session. He was groundly when caught in the rain. He was delighted after eating a legendary meal. He was blissful after sleeping in a very good bedroon. He didn't feel anything while in conflict. He didn't feel anything after seeing the forgotten beast Lerdi fluvariddles the fluyes of Perplexing die. He felt satisfied upon mastering ighting.

He is narried to Vucar Wheelsgalleys and has one child: Säksul Boltspulleys. He is the sone of Hörul Citykingdon and Cerol Inkcarnages. He is a casual worshipper of Odur the Beard of Periwinkles, a worshipper of Olnen Focuslesson and a worshipper of Innur Playgilds.

He is active of the feel o

Spoiler (click to show/hide)



The other beast proved more problematic. It was once again spotted in new Doomforests, but nobody knew *where* it came from. It was the third beast attack in a year, and all of them occured in the center of the fortress, or the little stockpile underneath. Senshuken VI had long studied the design of the lower fortress, but she was dead, and so was her expertise. The army mobilized. LordBrassroast, the fortress' prim hammer user, was the first on the scene, and organised the assault. This was a very tricky situation, as the Prime Minister himself was currently vacating his old office, located right next to all those forgotten beast conflicts.

"Not a moment too soon, sir" said the mayor. "It's almost as if those beasts are willingly trying to destroy the leadership of this fortress."







The initial onslaught was a disaster. the beast claimed many lives, thankfully none of them too important. The invader quickly moved to a new level, seeking new preys, but private Sakzul was hot on its tail, and confronted the beast in the bedroom's corridor. The beast was slain heroically, and Sakzul bestowed a name upon his steel spear to celebrate his victory.

Shortly after, a "siege" was announced, although no real invader showed up. It was simply the Prime Minister's mom, who came to bring some spaghetti sauce and check on him.

"Smunstu dear, I heard about those nasty beast attacks and I was \*so\* worried! I came to see if you were alright! I'm so proud of you and your new job. I just wish you'd call more often..."

## Spoiler (click to show/hide)



Smunstu's office was finally done, and he moved there as fast as possible. It took 18 months to complete the damn thing, but damn was this place gorgeous. He may very well be the wealthiest goblin on the continent. His term was not nearing it's end. With the final meeting wrapped up, it was now time to retire. The timing was perfect; Smunstu could finally relax and lay low for a while, after 7 stressful seasons as overseer. His bare head was lighter without the rutile hat. He retreated to his new quarters, and gave his visiting mom a tour of the place:

"North is my archery range. I wanted the target to stick out, but still be thematic, so I went with rose gold. The room next to it is my armory and statue room. I really like this one. The statues were made by our chief engineer himself. Twas supposed to be a meeting room with a long table, but the measurements were one urist too short, and I didn't feel like delaying everything for another season, so we adjusted.

-This is beautiful, dear. I can't wait to tell your father about this.

-Okay. Well, this is my main office. The coffer is an artefact, and it cannot be picked. Everything is made of gold here, and this epic mural was created by our chief inquisitor, who is also a talented artist. Also a stone retailer, but I disgress.

-Impressive!

-Yup, and to the south, that's my bedchamber. I wanted more coffers and cabinets, but I didn't want to delay armor production any longer, so I figured those would be enough. the office has plenty of cabinets already."

Title: Re: The Hastening of Doomforests

Post by: exodius1 on September 28, 2015, 08:39:11 pm

While looking at the file I also noticed large amount of animals that could be placed somewhere... considerably warmer, along with plenty of miscellaneous junk that is everywhere. What I am saying is that I may be able to squize out more than it looks at the first glance... It may require some Autodump, and, my personal favourite, conjuring water to either drown or cast the animals, and than remove the corpses (I mean, we can handle a tantrum spiral of people upset with their pets dying *right?*)...

Once I get home I will give it a try, if I fail, can I still stay and RP with you guys? One would hate to leave after such a warm welcome...

Title: Re: The Hastening of Doomforests

Post by: Drazoth on September 28, 2015, 10:42:21 pm

OOC: Stay as long as you like. I've missed having another grand schemer in the fort to conspire with/against.

3 sat at his desk, reading over the last letter he had received from Don Pedro. He then got out his paper and pen, and wrote the following

Dear Don Pedro,

I've just finished looking over your requests, and they all seem rather reasonable to me. In fact, granting them may well help out my plans somewhat, if only indirectly. As for the tracking runes on Faustus, after my previous dealings with supernatural entities, I've learned that one must be very cautious when doing so. While you seem to more or less mentally stable, I've learned that when non-mortals get out of hand, they do so spectacularly. Last time it happened a lot of people died useless, meaningless deaths, and I don't intend to repeat that mistake. As for your shows of trust, I will most certainly keep them in mind. In fact, I feel that I can trust you with some information regarding my goals. While my end goal must be kept secret for now, I will reveal an major intermediary goal to you. For my plans, DoomForests must become the capitol of the Town of Stroking, our parent civilization. That is all I can reveal for now, though you may learn more later if I feel it is needed.

From D3.

3 then seals the letter in it's envelope, and gives it to Faustus, which had been waiting for it. Faustus then scurries away. 3 then sits back, opens a fresh bottle of rum, and reminisces about all the !!FUN!! he had plotting with and against Dark One.

OOC: By the way, it it pronounced RE-gen reich, or REG-en reich?

Title: Re: The Hastening of Doomforests

Post by: Dark One on September 29, 2015, 09:56:03 am

#### **Journal of Dark Two**

I received a letter from Dazthor? Dazorth? Dozhart? I think I'll need to take a look at the letter again to remember that name. Anyway, after reading it I should consider some things... and reply. I took a parchment, ink and quill, then started to write.

Spoiler: To Drazoth (click to show/hide)

To Drazoth

I have received your letter, and see that you're right with some things. While I have little to no knowledge of my predecessor, I hope that one day I might achieve as much as him - whatever that was. I agree with you on the lack of subtlety I possessed back then - I was quite stressed, just being promoted to leader of a knightly order and on duty since then. I also agree that the order was destined to deal with more mundane threats, hence the letter I sent to Chief Inquisitor, informing him about Don Pedro, which ended up without response from him anyway.

Now that the branches of Order have sprouted up in other settlements, and I've been promoted to Klan-Master of the order in the territory of the Town of Stroking, I will focus on mundane threats, leaving paranormal phenomena to you and The Inquisition.

Klan-Master Dark Two The Order of The Ale

I called for a messanger, and sent the letter. Now I should read all the reports I received from Champions of the Order in all the fortresses. Reading them, and planning orders might take me some time.

Title: Re: The Hastening of Doomforests

Post by: Dozebôm Lolumzalis on September 29, 2015, 01:14:03 pm

Hey! So, I'd love to have a turn. Question: does anybody else have a claim to being a librarian yet? If not, that's what I'd be.

Also, dwarf as "Jay Wood", please. Any dwarf that likes intellectual stuff.

Title: Re: The Hastening of Doomforests

Post by: De on September 29, 2015, 07:20:55 pm

I'm on a 4 year old HP pavilion laptop so... yeah. But I'll take a dorf if they're still going. Female I suppose, not that it matters much, maybe somebody new to the fortress?

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on September 30, 2015, 04:27:15 pm

Quote from: Taupe on September 28, 2015, 05:12:51 pm

Shortly after, a "siege" was announced, although no real invader showed up. It was simply the Prime Minister's mom, who came to bring some spaghetti sauce and check on him.

Brilliant

By the way, I give my permission to run an autodump command. As long as you pay some kind of in-game price, like dumping an adamantine wafer into the magma or creating a giant magic statue out of soap.

Title: Re: The Hastening of Doomforests
Post by: exodius1 on September 30, 2015, 05:05:42 pm

I will sooner drop Smunstu into magma than even a shard of adamantine... mostly 'cause nobody mined any yet... Either 'cause you do not know how to do it safely, or decided that we have enough of an edge over our enemies to go without...

Spoiler: To Klan Master (click to show/hide)

Dear Dark Two,

I feel we started of on a bad foot, as it were. I wish to assure you I hold no grudge over the investigation, one must do what one must do.

However I do have a slight request. I have taken notice that our stocks are lacking in Rectified Spirits. I remember how my gran used to make them, they would burn a hole in the bloody table, they were! I was wondering if it would be a possibility to get a barrel or so from you, seeing I am already at a zenith of my lifespan, and average life expectancy in this particular fort is rather short as it is. I wish to taste the booze of my childhood once more, and I know someone as noble as you would have no qualm in fulfilling that wish.

With Kind Regards, Don Pedro

Don Pedro held out the letter to the candle out of sheer force of habit but stopped himself at the last second. It would be faster to send it this way yes, but it would also out him as someone who can use magic. Instead he called for his "son", a product of loins of the current vessel. He was a cretin, but he will have to do...

Oh, and Regenreich is amalgamation of Regen (german for rain) and Reich (german for rule/kingdom/land etc.). Do not worry if you do not get the reference, I assure you it is rather niche.

Title: Re: The Hastening of Doomforests

Post by: **Gwolfski** on **October 01, 2015, 02:50:48 am** 

Letter found below the rutile hat

Ouote

To whoever is in charge of this place.

Dear person

. I would like to inform you of the unfinished power plant. I have noticed my previous letter was ignored, and this is IMPORTANT! There is an access gate in the power plant that allows access to the fortresses! There is a lever to the north of the gate. I suggest you seal this, as it could allow enemies to enter our fortress! I also recommend removing the lever after the gate is sealed, so no traitor opens it.

Gwolfski, mechanical overseer of Doomforests

Title: Re: The Hastening of Doomforests

Post by: Dark One on October 01, 2015, 10:44:44 am

#### **Journal of Dark Two**

After a long training session, Dark enters his office and notices a huge pile of papers lying on his desk, parchments sticking out of a drawer in the desk, and file cabinet filled to the brim with papers he reviewed yesterday. Managing an order in one fortress was quite easy task, but managing all the branches of order in all the fortresses was a little too much for him. There were two ways in which he could make his job any easier: hire a bookkeeper to review, sort and store all of these papers, or make the champions responsible for managing their branch in their own fortress. For now he may try the first option.

Dark proceeded to do all the paperwork. Some cases like numerous kea thefts in Weightbanner, or dwarves getting horrified by fluffy wamblers in Earthenbolts could go without his attention. On the other hand, werebeast appearing everywhere at random or strange possessions required attention not of a Klan-Master, but rather of an Inquisitor or Witchhunter. After two or three hours or so all the reports were review, archivised and new orders written for every branch. Messangers use the cavern highway to deliver them quickly, and in case that they spot a forgotten one, they can sneak easily out of their sight.

There was only one parchment left on the desk - a letter from Don Pedro. He wanted **Rectified Spirits**? An obscure beverage invented by goblins in late summer of 37. It was praised as a good mechanism clearing acid in the golden years of mechanic industry, but after some time mechanism clearing became a forgotten art, and even butterfly remains could stop a drwabridge, ending with <del>elephant</del> certain death. But if Don Pedro wishes to receive one barrel of this, he will get it.

First of all, **Rectified Spirits** is a beverage that must be contained in best quality nether-cap barrels, as the beverage somehow loses it's acidic properties when cold (which return after heating it). Now for the ingredients, I'll have to find fresh plump helmets, barley, chicory, garlic, some lemon, and two special ingredients: a bar of soap, and a good deal of pure love hatred. Looking at the recipe I understand why it was good mechanism-cleaner. A goblin would be delighted by such fiendish alcohol, but for most dwarves... and other races too, it's not possible to drink, though Don Pedro claims that it's a booze of his childhood... whatever floats in your barrel I guess...

I needed to reconstruct an archaic type of still used by goblins back in 37 to make the booze as close to the original as possible, then I proceed to brew. After the long and tiresome process is finished, and a barrel is filled with **Rectified Spirits** I send it to Don Pedro with a letter:

"To Don Pedro

The barrel filled with booze of your childhood have just been finished. I tried to stay as close to the original as possible. If you'll ever need any beverage, ingredients or basic alchemical concoctions, just send me a letter.

Klan-Master Dark Two The Order of The Ale"

Title: Re: The Hastening of Doomforests

Post by: exodius1 on October 01, 2015, 11:56:40 am

Quote from: Gwolfski on October 01, 2015, 02:50:48 am

Letter found below the rutile hat

Quote

To whoever is in charge of this place.

Dear person

I would like to inform you of the unfinished power plant. I have noticed my previous letter was ignored, and this is IMPORTANT! There is an access gate in the power plant that allows access to the fortresses! There is a lever to the north of the gate. I suggest you seal this, as it could allow enemies to enter our fortress! I also recommend removing the lever after the gate is sealed, so no traitor opens it.

Gwolfski, mechanical overseer of Doomforests

With all due respect, I do believe we have enough of an FPS problem without advanced engineering.

Title: Re: The Hastening of Doomforests
Post by: Taupe on October 01, 2015, 02:32:40 pm

Quote from: exodius1 on October 01, 2015, 11:56:40 am

Quote from: Gwolfski on October 01, 2015, 02:50:48 am

Letter found below the rutile hat

Quote

To whoever is in charge of this place.

Dear person,

. I would like to inform you of the unfinished power plant. I have noticed my previous letter was ignored, and this is IMPORTANT! There is an access gate in the power plant that allows access to the fortresses! There is a lever to the north of the gate. I suggest you seal this, as it could allow enemies to enter our fortress! I also recommend removing the lever after the gate is sealed, so no traitor opens it.

Gwolfski, mechanical overseer of Doomforests

With all due respect, I do believe we have enough of an FPS problem without advanced engineering.

That, and we could just simply rely on the concrete wall I put up.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on October 01, 2015, 04:17:07 pm

## **Psycho II's Journal**

So recently I've been having to deal with more and more weirdos following me around. Sometimes they think I can't see them, but I always know that they're there. Freaks me out, honestly. I occasionally hear some mutterings about how they want to know my secret family recipe, and how some say it's magical. I honestly have no idea what they're talking about. I mean, I've heard rumors about how my family's soap has saved the fortress in mysterious ways, but I really can't believe that there's magic in the soap, right? I've noticed some weird trends when it comes to my soap, but I've never noticed anything... out of the ordinary over the years...

In other news, the Klan Master came to see me today! Said he wanted a large bar of soap for an archaic brewing recipe. I asked him what kind of soap it needed to be, and he said it didn't *really* matter. So I gave him one of my fine creations and told him that if he ever needed any more, we are in no short supply. I have no idea what sort of brew required soap, but it should be interesting for whoever ordered it. Wonder what it tastes like...

OOC: The plot thickens in very... mysterious ways...

Title: Re: The Hastening of Doomforests

Post by: exodius1 on October 01, 2015, 04:18:10 pm

Quote from: Taupe on October 01, 2015, 02:32:40 pm

That, and we could just simply rely on the concrete wall I put up.

But are they made of soap?

Spoiler (click to show/hide)

Don Pedro sniffed the content of the barrel, and immediately metaphorical warning lights appeared in his, or rather the vessels, brain. If it were his body he would be retching up his dinner right now... If he needed to eat, that is. Instead he gave a little smile.

His room had few new additions. A toy hammer, set of mini-tongs similar to what gem setters use to encrust items within their craft, a toy forge (somewhat modified so it can take real fuel), a rigger brush made of crundle fur, a mug and a blank silver coin.

Don Pedro picked up the brush, dipped it in the liquid and started writing different glyphs, runes and symbols on the not-quite-toy forge. In reality he needed only one of those, but he was not sure how extensive were the trackers put on Faustus. Were they tracking only his location? Or was it reporting Don Pedro's every move to the mysterious D3. After he was done he cleaned the brush carefully, it will be useful yet.

As he ignited the forge the symbols started to eat into the sides of the toy, and soon the acid evaporated, leaving a distinct smell of bitterness, fear, and vomit. The smell of magic. Once the furnace was sufficiently hot Don Pedro picked up the coin with the tongs, and placed it inside. The collection of arcane etchings started to glow a weird light that seemed to drain colour from the room, leaving only shades of grey and black. It all stopped after he removed the coin, barely warm but humming gently with arcane forces, from the heat. That will do, that will do nicely, he thought...

To the Klan Master,

Thank you, dear friend, for your help, and your kind words. In return I shall do something for you. Included in the envelope is a silver coin, an ancient relic of my clan, that is said to ward of ill-will of others. Keep it on yourself at all times, the forgotten ones, and those who wish ill upon us all are always looking to attack those in positions of power.

With Kind Regards,

Don Pedro

Next letter was written immediately after he sent his "son" to deliver the letter, sealed in wax to ensure that worthless kid will not steal the coin.

Dearest D3,

As we await the official confirmation as to who is our next overseer I have devised a little game we can play, to stay sharp for when need arises.

Something has happened in the fortress. I was involved. Can you tell what happened and what the consequences are? If you win I will disclose one more detail about me, and consequently about Regenreich.

Oh, and I almost forgot, included are 9 forms for those brave "volunteers" you promised me, tell them to sign those. For the love of Providence, do not write, scribble or alter them, consequences for you would be irreparable, and I, while ashamed to admit, have grown rather fond of our little correspondence exchange.

With Kind Regards,

Don Pedro of Regenreich, SRM

Speaking off Overseers, did anyone notify Pyro?

Edit:

Quote from: PsychoAngel on October 01, 2015, 04:17:07 pm

OOC: The plot thickens in very... mysterious ways...

Aye, but just how thicker can it get?

Title: **Re: The Hastening of Doomforests**Post by: **Dark One** on **October 02, 2015, 10:10:37 am** 

#### **Journal of Dark Two**

Another long evening spent in the office. I was checking reports again - kobold snatchers, goblin siege, vermin infestation or kea thefts were reported. Snatchers - this might be a job for the order, only if it breakes through fortress' defenses. Goblin siege - if there's no military to protect citizens, order must act. Vermin infestation - wrong address. Kea thefts - only if these kea were dangerous to anyone.

There's also one strange case. A ranger living in hillocks to the south-west of human settlement DateTattooed reported strange phenomena occurring at evening:

#### "Report i2x1067

#### Vampires and spectre, south-west of DateTattooed

Ranger Solon Uristildom claims that he spotted lizardmen in the forests south-west from DateTattooed, and south-west from his hillock. Four or five of lizardmen were going out of their lair and wandering the forest. The sun was low on the sky, as soon as lizardmen spotted him, they gave a chase. Animal traps placed by Solon gave him some time to escape from the onslaught. Later that night he saw strange lights upon his hillock. Ranger said that he saw some kind of a spectre, resembling human female. She slowly faded away, and when she was almost impossible to see, a long horrifying scream came from the direction of the forest. Someone shouted: **Nifih!**"

I don't know what to think about it. Vampires... spectres... **Nifih**... There's something strange in that name. I'll make sure that Chief Inquisitor would get a copy of this report.

After a while Dark found a letter from Don Pedro buried under rest of the reports. He gave me a silver coin which works like some protection charms... I don't need magical protection, I have to find a way to use it as a protective ward for the whole fortress. But how? Who might be able to help me with that? Perhaps the mysterious Drazoth the 3rd. From his letter I deduced that he might have some knowledge about magic and stuff. Time to send letters:

<u>Spoiler: To Don Pedro</u> (click to show/hide) To Don Pedro

Thank you for the gift, but I don't need protective wards myself. However, I'll make sure that it serves the good of this fortress well.

Klan-Master Dark Two The Order of The Ale

Spoiler: To D3 (click to show/hide)

To Drazoth the 3rd

I have received a gift from Don Pedro with some kind of protective ward. I don't need such protection myself, so I want to ask you a little favor: can you check what kind of ward it is, and how it can be used to protect the whole fortress from evil? I'd be very grateful.

Klan-Master Dark Two The Order of The Ale

With that I have sent a letter to Don Pedro, and the letter with silver coin to D3.

# Title: Re: The Hastening of Doomforests Post by: exodius1 on October 02, 2015, 10:56:43 am

Quote from: Dark One on October 02, 2015, 10:10:37 am

Snip

Clever Dick....

#### Title: Re: The Hastening of Doomforests

Post by: Dark One on October 02, 2015, 12:00:10 pm

Quote from: exodius1 on October 02, 2015, 10:56:43 am

Quote from: Dark One on October 02, 2015, 10:10:37 am

Snip

Clever Dick....

Sigged.

# Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 02, 2015, 02:16:48 pm** 

Quote from: Dark One on October 02, 2015, 12:00:10 pm

Quote from: exodius1 on October 02, 2015, 10:56:43 am

Quote from: Dark One on October 02, 2015, 10:10:37 am

Snip

Clever Dick....

Sigged.

[cheeky]Celebrate while you can, mortal. While my plans towards you failed you may have just given me a better prey than hoped... [/cheeky]

But really, well played. I will not get into what the coin is supposed to do here as to avoid OOC knowledge Drazoth could act upon, but still well played.

Edit: What I meant was not to sound patronising but rather congratulate a great piece of RP. We, as players know it is bad news 'cause the description of creation. His character does not. And yet he found perfect in-character reason to not accept the gift.

# Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **October 02, 2015, 03:39:07 pm** 

OOC: I think Pyro may be waiting for a more complete turn list, or confirmation that mine is accurate. As I said, I only started looking at a certain point, and there might be requests that I had missed. If someone could find look from page 85 going backward to Taupe's request, we should be able to see if I missed anyone.

Kronk entered 3's room, where he sat at his desk, laughing.

"What's so funny sir?"

"Nothing much, it's just that after all this time it looks like I've found a new playmate. The inquisition never really posed enough challenge for me to bother with, and with the MechaTechno already firmly on my side, I've not a an opponent worth my time. At least, not since Dark One died, or whatever it is gods do when they cease to exist. Any way, now that Don Pedro is here I finally have someone to challenge me."

"That's great news sir. Anyway, I was on my way here when I saw one of the guys at the order coming to deliver you a message, so I managed to convince him to hand it to me. As far as I can tell, he hasn't tried to peek at it."

"Very good, hand it here would you?"

Kronk gives 3 the letter. After reading it and examining the coin inside it, he smiles.

"It seems that Dark Two has gotten caught up in the game himself. That reminds me, I have letter for him. Would you mind delivering for me when you get the chance?"

"Not a problem sir."

As 3 continues to examine the coin, Kronk delivers his report on recent events.

"Hmmm, rectified spirits eh? Not many sane people will deal with the stuff. Must be Pedro. Probably used it to create this coin. I know I sensed magic a while ago, this must have been it. I've got nothing else I need you for today, why don't you go get yourself dinner and meet with me in the usual time in the morning."

"Very well sir."

Kronk leaves, carrying the letter with him to the dining hall. After he leaves, someone else enters.

"Ah, 7. It's been so long. How's mother?"

"She's well. What's this thing you needed me to pass on to her? Why's it so special you didn't bother to use a construct?"

"Simple. There's an agent of the organization known as Regenreich in DoomForests. This organization seems to operate by having agents possess mortals, and then acting through them. I know they aren't based in this dimension, and besides what I've already said, I don't know much else. This sheet contains a copy of a list of materials this agent says he needs. This one is a copy of a contract he sent me. He apparently needs 9 dwarves to sign it, as he requires they're assistance. I've looked them over and for the life of me can't figure out what they could be used for. I want the others to take a look at them, maybe they'll know something I don't. I also received a warning that the contract should not be altered in any way, as the results would be extremely dire. Try to send word if the others can figure anything out. Also tell mother I said 'hi'."

"Will do. Anything else?"

"Not that I can think of."

With that 7 leaves, heading towards the caverns.

"Now for this coin. I know that this is what Pedro mentioned in his letter, but does it do what I think it does? I think I have just the way to test it....."

With that, he takes out the Dark One's other gift, and touches the coin to it while saying a strange word. As soon as the coin touches the gift, it vanishes. He then goes around the room, checking every large object, then, satisfied, he touches the gift to each while saying the same word. Once his larger things are gone, he touches the gift to the ground in a few places, while saying two words each time. At each place he touched, there was a small flash of sickly green light, then a construct made largely of crundle bones appeared. He gave them their instructions, then once they had left with the rest of his things he leaves the room as well. He touches the gift to a small rune on the wall, which was connected to a trail of runes reaching to the floor, disappearing under the dust. He says several words, after checking to make sure no on was watching. The trail of runes glowed red for a moment. He leaves, smiling to himself. Behind him, there is no trace that the room he had just left ever existed.

As he walks through the hall towards the caverns, he thinks back to all the fun he had with the Dark One, then begins softly singing, "Beware, beware of the words I twist, I am small but my reach is long. And the ravens black against the winters mist are whispering the half man's song...."

Letter for Dark Two:

Spoiler (click to show/hide)

Dear Klan Master:

Thank you for sending this coin to me. I have a few ideas on how to use it, but I will need sometime to test them first, as one must be cautious with such things. Regarding your other letter, if you truely want to know about your predecessor, meet me in the dinning hall of Old DoomForests sometime. At night preferably, as some parts of the story can be rather morbid, and I wouldn't want to cause a disturbance by reciting them to half the fort. The exact date is up to you, as I'm free most of the time, but I understand that you are quite busy and have a lot to take care of. Just send me a letter when you've figured out when would be best. Regards, Drazoth the 3rd.

# Title: Re: The Hastening of Doomforests Post by: exodius1 on October 02, 2015, 04:18:22 pm

Oh, yeah, I forgot to define those...

Spoiler: Regenreichen Pakt (click to show/hide)

I, signed below, hereby solemnly declare that I shall protect the current fortress, and any other fort, city, town or complex I may be stationed in, as well as serve it to the best ability in accordance with wishes and designations of those in charge. I shall do so in life, and in death, as to assure happiness and prosperity of those whom I serve.

The Contract is engraved with masterwork ancient arcane runic and glyphic symbols around the edges. The symbols appear to crawl around the border at pace so leisurely it appears to be only a trick of the mind.

As for what the Coin does... well, it does ward you from things... while holding it you notice a certain lack of background noise...\*innocent smile\*

Spoiler (click to show/hide)

Don Pedro was... perplexed. The Coin he sent to the brewmaster was not where it was supposed to be, as the damned fool was too proud to keep it. "To protect the fort", eh? No, it does not work that way.

Don Pedro did not lie about the properties of the coin, he had no need of dishonesty at that very moment, and he did not tend to lie that much anyways. It was much more fun saying the truth and having others play into your hands anyway.

The Coin was meant to protect its owner's mind from supernatural influences that meant harm to them... apart from those originating in Regenreich that is. Not that they meant harm, mind. They are not evil, just... have different values and sense of morality.

While the Coin was gone from his immediate sight, however, he could be working on other things... Like figuring out how to transport Faustus to Regenreich, when later on he comes back to his cosy office in Sentient Resources Department.

Title: Re: The Hastening of Doomforests

Post by: Dark One on October 02, 2015, 04:44:13 pm

[OOC]

Quote from: exodius1 on October 02, 2015, 02:16:48 pm

Edit: What I meant was not to sound patronising but rather congratulate a great piece of RP. We, as players know it is bad news 'cause the description of creation. His character does not. And yet he found perfect in-character reason to not accept the gift.

Thanks! At first I wanted to follow the "What bad could happen?" rule I used extensively with Dark One, and wanted to place the silver coin in a socket within Klan-Masters weapon. The idea with sending the coin to Drazoth came to me later.

[/OOC]

#### **Journal of Dark Two**

Just when I thought that I have everything done in my office, and went straight towards my bedroom, a messanger stopped me. I received a letter from Drazoth the 3rd.

Spoiler: Letter (click to show/hide)

Quote from: Drazoth on October 02, 2015, 03:39:07 pm

Dear Klan Master:

Thank you for sending this coin to me. I have a few ideas on how to use it, but I will need sometime to test them first, as one must be cautious with such things. Regarding your other letter, if you truely want to know about your predecessor, meet me in the dinning hall of Old DoomForests sometime. At night preferably, as some parts of the story can be rather morbid, and I wouldn't want to cause a disturbance by reciting them to half the fort. The exact date is up to you, as I'm free most of the time, but I understand that you are quite busy and have a lot to take care of. Just send me a letter when you've figured out when would be best. Regards, Drazoth the 3rd.

Taking caution with Don Pedro's silver coin? Maybe there was a curse placed on it, but what uses D3 could find for such an item? Also, I may finally learn something more about my predecessor than just rumors. I must respond immediately!

Spoiler: Response (click to show/hide)

"To Drazoth the 3rd

Thank You for taking care of this coin, I wouldn't find many uses for it anyway. I have long training hours and then loads of paperwork, but I'll make sure that all the order members in whole Town of Stroking have a free day - Festival of Ale, free high quality booze for anyone. This would surely let us meet in the Old Doomforests without anyone to disturb us. We can meet tomorrow, just after the festival begins.

Klan-Master Dark Two The Order of The Ale"

I gave the letter to the same messanger, and head on to my bedroom. The small room had a rock coffer, small chest, a chair, table, bed, weapon rack, armor stand and shelves with books on brewing and alchemy. The room is faintly lit by an ending-out candle which would be replaced soon. I take down my gear and place it on armor stand and weapon rack, then I take a key and open the chest and coffer, and take out selfmade alchemic equipment I call "Small Still". Next I take some ingredients from coffer to prepare a special concoction that makes anyone sleep like a bear. After a short while of calculating right proportions and some alchemical operations, the brew is ready. It does miracles after long day of work, giving a huge energy boost when waking up. I hide the equipment and then close chest, coffer, and doors to my room. I sip just a little of the beverage, leaving enough for the whole week, and fall asleep.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on October 02, 2015, 04:58:11 pm

Quote from: Dark One on October 02, 2015, 04:44:13 pm

[00C]

Thanks! At first I wanted to follow the "What bad could happen?" rule I used extensively with Dark One, and wanted to place the silver coin in a socket within Klan-Masters weapon. The idea with sending the coin to Drazoth came to me later.

[/OOC]

That would have been rather... interesting to say the least. I find it prudent to mention for fairnesses sake that while the coin DOES ward it is not its only function. However I would not call it a curse.

Spoiler: To Klan Master (click to show/hide)

Dear Dark Two,

It hurts my heart to hear you gave away the relic of my family, however it is your inalienable right to do so. In matter of settling my aching soul, could you at least disclose who is the one you gave it to? Would it be our Inquisitor, who must be learned in those matters? Or one of our military leaders? Perhaps the manager?

I would also implore that you be careful, there is treachery afoot, my bones tell me that... My family has an old saying, Vereor Nox Continet Enim Multa Arcana. There are many more terrifying things than Nifih around.

With Kind Regards, Don Pedro

Title: Re: The Hastening of Doomforests Post by: Drazoth on October 02, 2015, 05:27:27 pm

OOC: Thanks for defining the contracts, it shall make RP involving them much easier.

3 was down in the caverns with his constructs. He drew a trail of runes on the wall, touched the gift to it and spoke at length in an unknown language. When he was done, there was a blinding flash of that sickly green light, then a section of wall disappeared, creating a room the same size as his old one. With the room created, the constructs got to work putting his things in their place, while 3 returned his desk, chair, bed and coffer to their place. Once that was done, he touched the gift to each construct in turn, saying 2 words each time. With a flash of that sickly light they disappeared.

He then wandered out into the caverns, going to no particular place. Once there he held the gift over his open palm, and spoke a single word. The coin he had received from Dark Two appeared in his hand. He placed it on the floor, then quickly carved some runes in a nearby wall. He touched the first one and said a word. The runes lit up with a dull red. He then took out a small pair of tongs, and picked up the coin. He then touched the coin to the runes and waited for a moment. He then dropped the coin in his hand and held it

tight for a few moments. He then touched the gift to it and said the same word he had said the first time, and it vanished again. He then touched the runes and spoke a word. They stopped glowing and went dormant. Looking satisfied he returned to his new room and began writing a letter.

Once finished, he sealed it as normal, then placed some runes on the seal. He then went back to the entrance to the fort, said a word to activate the runes and placed it on the ground. He then returned to his room and waited. After a while, Kronk entered with a letter from Dark Two. After reading it, he writes a quick response, then goes to sleep as Kronk leaves to deliver it.

After a while Faustus arrived at the letter, picked it up and returned to Don Pedro.

Letter to Don Pedro:
Spoiler (click to show/hide)
Dear Don Pedro:

It's nice to hear that you are enjoying our correspondence. As for your action, I believe that I've figured it out. Using the rectified spirits you had our klan master make, you where able to enchant a forge (a rather small one I would think) to be used as a conduit for enchanting things without having to engrave runes on it. You then used this forge to enchant a coin and gave it to the klan master. That much I know for sure, what follows is an educated guess. The function of the enchantment is to prevent the holder from sensing any sort of magical energy. The consequences of this is that with the most magically sensitive member of the order unable to sense magic, you would be able to use magic without fear of being detected by him. In addition, if he can't detect magic, he is less likely to believe others reports of magical activity, further reducing any risk to you. I also noticed you had copied the the tracking spell I used on Faustus onto the coin as well, allowing you to keep track of our klan master just in case Well played indeed.

Regards, D3

Letter to Dark Two:

Spoiler (click to show/hide)

Dear Klan Master:

I think that your idea should work perfectly. I will be waiting for you in the Old Dining hall then. Also, a word of caution, Don Pedro is not what he seems, and should be dealt with carefully. I am working to uncover his reason for being here. Until I know more, be extremly careful. He cannot know we are in correspondence, lest he grow suspicious of me. Regards, Drazoth the 3rd.

# Title: Re: The Hastening of Doomforests Post by: exodius1 on October 02, 2015, 06:41:21 pm

Are we overdoing the RP? Taupe, any opinion on this? If not I can keep going.

Spoiler: Aftermath of a busy day (click to show/hide)

Don Pedro laughed out loud when he read D3's letter. He got most the details right. *Most*, but not all. It is a folly of all mortal thaumaturgists, to forget such a banal, and yet pivotal rule of magic, miracles, hexes and other supernatural phenomena. *Lighting a candle creates a shadow*. Mortals need to learn to look beyond the obvious, see the unseen. There is a reason Don Pedro lost the track of the Coin, beyond rather shoddy tracker he put on it. TO do it correctly would take time and effort, and would not be suitable for the first round of a game. After all, one has to start easy, entice the player with gratification...

Dearest D3,

I must admit, this was pretty much it, and as promised here is a small detail. May it serve you well.

Regenreich is controlled by 10 Department Managers, who are in their own right like Overseers. In return they are watched by the Board of Drectors, who, while without any actual power over the operations, set out goals, rules and guidelines.

As for the second round, I believe it is my turn now.

With Kind Regards, Don Pedro of Regenreich, SRM

PS. How durable are your constructs? How well do the enchantments hold? Because I would hate to brew something extraordinary up just to see Faustus stop working.

What I meant by the candle bit is, do not be startled if some of your weaker constructs start malfunctioning in the presence of the coin... Nope, not ominous at all...

# Title: **Re: The Hastening of Doomforests**Post by: **Drazoth** on **October 02, 2015, 10:11:45 pm**

3 sat at his desk, looking at Don Pedro's letter. The part about Regenreich's structure didn't surprize him much, beyond the names used for the positions. There was one part that did catch his eye though. "this was pretty much it," . That implied that there was more than what he had stated. 3 guessed that the warding was more than he had thought, his test didn't show much due to how the runes where structured, and their source of power. At any rate, it was his turn in the game. He thought for a while, and then began writing. Once he was done, he placed the letter where he had placed the last one, and went back to his room to sleep, as this last letter had woken him up when Faustus dropped it off.

Letter to Don Pedro:

Spoiler (click to show/hide)

Dear Don Pedro:

The information you gave me shall serve me well indeed. I think it's time to test your skills at playing detective. If you are successful, completing this task will be it's own reward. Can you find out who the first member of my organization here in DoomForest's was? If so, you should be able to figure out other things I'm sure you are *dying* to know. Regards, D3

OOC: Personally, I think we should reduce the amount of RP for now, if only so that we don't burn through all our ideas before the next person starts their turn. For bonus points, who can be the first to identify the song 3 was singing 2 posts (of mine) ago? Also, any ideas for other good songs similar to that one?

# Title: **Re: The Hastening of Doomforests**Post by: **exodius1** on **October 02, 2015, 10:19:58 pm**

#### Quote from: Drazoth on October 02, 2015, 10:11:45 pm

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<a href="Dear Don Pedro">Dear Don Pedro</a>:

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Miracle of Sound's Half-man Song, about Tyrion, easy. And no idea as to what song to recommend... As to RP, yeah, I will slow down with it a bit. I will wait till Dark One posts his before making my move...

Title: Re: The Hastening of Doomforests
Post by: Taupe on October 02, 2015, 10:46:03 pm

ic by: Tuape on October 02, 2015, 20110105 pi

Quote from: exodius1 on October 02, 2015, 06:41:21 pm

Are we overdoing the RP? Taupe, any opinion on this? If not I can keep going.

I feel RP and journals are at their best when they work closely with what's happening in the fortress. The more you go on about side-stories without anchoring them to what's going on turn-wise, the greater the gap between roleplay and gameplay becomes. The main issue that arises, is that people have to choose whether they'll be taking part in journals closely related to turn events, or go all nuts themselves and join on the side-story party, but they can hardly do both. The storylines of Callista the bone carver and Dark One the rampaging corpse-mutant abomination are a prime example. They both relate to Doomforests, but they can hardly interact together in a credible way that leads to something greater; one is siding with the gameplay events, the other mostly exists in the metaplot events.

This is of course just my point of view, and everyone has their own take on the matter. I just personally feel that spreading the metaplot too large and too thin while the thread isn't updating is counterproductive. Essentially, you are taking great character point of view ideas and jamming them back to back, while they would be made so much better by diluting them over time and anchoring them to gameplay events. Patience is the essence of plotting.

Title: Re: The Hastening of Doomforests
Post by: exodius1 on October 02, 2015, 10:50:49 pm

Quote from: Taupe on October 02, 2015, 10:46:03 pm

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Well, hopefully we did not go of the deep end *yet*. One more RP bit after Dark One does his and I will take a break till somebody takes over... By the way, I feel I am a bit rusty with this kind of thing, anything I should be particularly careful with? Is anything that REALLY does not work?

Title: Re: The Hastening of Doomforests
Post by: Taupe on October 02, 2015, 11:26:43 pm

Quote from: exodius1 on October 02, 2015, 10:50:49 pm

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I don't think anything has gotten out of hand at the moment. Maybe that came out wrong, I meant it as a general warning/general analysis of plot-gameplay dissonance in community forts, rather than some directed scolding. I think what mostly matter right now is getting the thread rolling again, because that usually solves a lot of issues with running a community fort.

I don't think anything is wrong with what your writing. Just write the way you're confortable, it'll come naturally and it'll improve. If you really want to better yourself, spend some time re-reading your stuff, and ask yourself a few questions. Do you notice any repetitions? Any unclear explanations or vague statements? Do you feel like you're constantly using the same kind of descriptions? By re-reading yourself and asking yourself these questions, you'll eventually notice what you are proud of in your writing, and what you feel is off, or unsatisfying. Then slowly but surely, you'll notice those things you hate as they happen, and stop to think and correct them as you write. Don't be afraid to erase or start over a part. Rebuild around a strong idea or sentence, instead of fiddling with everything else to have it "fit in". Personally, I have some issues with long sentences. Like, way too long. This works marvellously when describing a long and convoluted action by a character to express how silly it is. For clear and concise explanations, it works less so. That's something I try to correct whenever I notice it; this why the previous sentence was later split into three. Pay attention to other writers, especially those you like, and you'll notice why you like them. For some it's word choice, for others it's the pacing, or the formatting. After that, you can try to include those elements in your own stories. It gives you a goal.

While I'm on the subject of writing way too many words on something I barely understand myself, as a random unqualified person on the internet, maybe we could discuss that brief idea of a tv-trope page. Or maybe just an update list with links. If we need to re-read a lot of the thread to make a clear list of turns, hell we might as well take the time to archive a few things. I just finished reading Headshoot and Syrupleaf, and I really liked the easy-to-read format of the LP-archive. Obviously a lot of us (myself included) are too busy/lazy to go to that length (and I feel like the fluff and banter between turns is better left uncut here) but we can probably find some sort of middleground between off-site fully-archived updates, and an unfinished turn list.

Ideas? Thoughts? Mostly it comes down to "how dedicated are we to putting more efforts into this thread."

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 03, 2015, 10:44:18 am

Quote from: exodius1 on October 02, 2015, 10:19:58 pm

Miracle of Sound's Half-man Song, about Tyrion, easy. And no idea as to what song to recommend... As to RP, yeah, I will slow down with it a bit. I will wait till Dark One posts his before making my move...

Congratulations. Despite me using that song earlier in the thread, and using more of it, you are the first to figure it out. As for Taupe's suggestions, I'll be looking over the thread today to work back from where I started making the turn list to his request to take care of that. As for archiving it, I'd be willing to do so but I don't have the slightest clue on where to start. Also, If we are doing that, it would be an opportunity for people who had characters but didn't do any RP for them (like Drazoths 1 and 2 for me) to write stuff and add it in. The bonus being that they will have the in game stuff to work with to keep them from going off on long metaplot tangents. I should post the updated turn list later today, then I'll look into how to make a PDF archive for it.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 03, 2015, 11:01:35 am

Okay, it looks like my previous turn list was in fact correct. While I did ask for a turn before Flame, I'll let him go first just so I can have more time to set up my claiming of the rutile hat in the RP.

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on October 03, 2015, 11:06:36 am

So is it my turn?

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 03, 2015, 11:22:33 am

yep. Good luck.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 03, 2015, 11:30:47 am

Downloading now. Now I can answer the question of what happened to Flame's kid, which nobody will answer.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **October 03, 2015, 11:51:32 am** 

The answer is: Nothing. The kid is fine.

Title: Re: The Hastening of Doomforests

Post by: **Dark One** on **October 03, 2015, 02:22:56 pm** 

#### **Journal of Dark Two**

I have received more letters. The first one is from Drazoth the 3rd, and the second is from Don Pedro. I'll open the letter from Drazoth first.

Quote from: Drazoth on October 02, 2015, 05:27:27 pm

Letter to Dark Two:

Spoiler (click to show/hide)

Dear Klan Master:

I think that your idea should work perfectly. I will be waiting for you in the Old Dining hall then. Also, a word of caution, Don Pedro is not what he seems, and should be dealt with carefully. I am working to uncover his reason for being here. Until I know more, be extremly careful. He cannot know we are in correspondence, lest he grow suspicious of me.

Regards, Drazoth the 3rd.

Interesting, my first impressions about Don Pedro were right! Now let's take a look at letter from him. After taking it into my hand, I managed to notice a faint lime glow. It was so weak that it was almost impossible to see, but I swear that there's something wrong about that letter - it gives me the same feelings that I had looking at Don Pedro on his arrival. I can't read that! But what can I do? I think that I'll call someone from the hallway to read it out. Always better than taking a curse on myself I guess.

With this in mind I went to hallway and called the first dwarf that showed up, then said:

- Want to get a special barrel of Sweet Pod Rum from the Order?
- Sure I do!
- Then let's go, and if you'll be very brave, you can get two barrels.

We entered my office. I gave him the letter and said:

- Read out this letter.

The dwarf brokne the seal, and started to read.

Quote from: exodius1 on October 02, 2015, 04:58:11 pm

<u>Spoiler: To Klan Master</u> (click to show/hide)

Dear Dark Two,

It hurts my heart to hear you gave away the relic of my family, however it is your inalienable right to do so. In matter of settling my aching soul, could you at least disclose who is the one you gave it to? Would it be our Inquisitor, who must be learned in those matters? Or one of our military leaders? Perhaps the manager?

I would also implore that you be careful, there is treachery afoot, my bones tell me that... My family has an old saying, Vereor Nox Continet Enim Multa Arcana. There are many more terrifying things than Nifih around.

With Kind Regards,

Don Pedro

When he was reading it, a strange lime glow enveloped the dwarf reading it, then slowly faded away.

- What did you feel? Any difference?
- Nothing. Everything is the same as ever. What about the barrels?
- Take them. Go to the booze stockpiles with this document. The Order would give you your barrels.

With these word, Dark writes the document and gives it to the dwarf, who quickly takes it and leaves. He seals the letter, and hides it in his pocket, then goes to the Order Headquarters to prepare for Festival of Ale. After he took care about everything, Dark Two left headquarters and headed towards Old Doomforests. Then he reached the Dinning Hall. Drazoth the 3rd was already waiting there at the table with bottle of rum in his hand.

Dark Two came closer and sits on the chair.

- Greetings! So you are Drazoth the 3rd? It's an honour to finally meet you.
- It's good to finally meet you as well. So, before we begin discussing the past, is there anything in the present that needs to be dealt with first?
- Well, yes. I received a letter from Don Pedro. I spotted something wrong about it a faint lime glow. I called someone from the hallway to read it out, and after reading a strange incantation, the glow enveloped around him, then faded. Said dwarf couldn't tell if he felt any difference after that.

I reach for my pocket and take the letter out of it, then give it to Drazoth.

- Here is said letter. I hope you can find out what spell was used here.

Drazoth tries to hide that the conversation is boring for him, though he takes the letter and without even looking at it says:

- I'll see what I can do. Keep an eye on the person who read it. If he starts acting or feeling strange, have him wash himself using soap. I'm not sure weather it will help, but soap does have anti-magic properties. You may wish to stockpile some just in case.
- I'm in friendly terms with PsychoAngel, so stockpiling soap should be easy. Also, I noticed that recently I'm able to detect magic. It started when I became Klan-Master, and then met Don Pedro. How can I improve upon it, so I can recognise magic properties?
- I can provide some training. Meet me down in the caverns when you get the chance. I spend most of my time down there, as I won't be disturbed, nor will my work disturb others. Is there anything else before we begin?

I started to consider all the possible questions, then said:

- I'm not sure... Who, or rather what is Don Pedro? And how he knows my thoughts about Nifih? I sent the report about her only to Chief Inquisitor.

Drazoth shared some basic information about Don Pedro with Klan-Master, mentioning Regenreich, and telling him to be carefull.

- I'll be. I think that we should talk about my predecessor now.
- Certainly. Some of my information about him comes second hand, through my predecessor Drazoth the 2nd. He wasn't able to get very close to Dark One, so the information is incomplete. All I know is that he was allied with some necromancers operating out of a place called SanctumCoal.
- Do you know what he could left as a legacy? Or anything about his actions when he was still in Doomforests? What happened to him anyway?
- I'll get there. At any rate, my predecessor wasn't to successful in gaining information before he was discovered. He managed to hide what he had found for me to obtain before the lesser necromancers killed him.

Drazoth pauses for a moment, trying to hide his emotions, and takes a drink from the bottle. I waited for him to finish, then taken out a bottle of guinoa beer from my backpack and drink. Then I said:

- I feel for you.

After a while I told him to go on with the story.

- When I arrived, I began looking for what my brother had left. He had managed to hide it rather cleverly I must say. Once I had found it all, I began to infiltrate the MechaTechno. Once I had done that, I used some minor magic to send a message to Dark One. We then worked out a time in place to meet face to face. The time was at night, the place was here.

I take another drink of beer. And say that he should continue.

- We met here, and managed to come to an agreement. I also discovered his association with SanctumCoal was something he disliked, as he only wanted answers and they said they could provide them. However, I think they were delaying to try and keep him around longer. At any rate, my original intent was to preform some pre-emptive damage control, as a group of out of hand necromancers could cause great damage.

After a while of consideration Drazoth adds:

- That's all I can tell you for now I'm afraid, as I didn't have much access to his organization. You could do us both a favour and fill in the gaps yourself. The Mad Doctor's notes might be a good place to start, as I know Dark One slipped him some of his own at one point. I think that I should go now.
- Thank you for your time, and answers. If you'll need any help from the order, just write me a letter.

Drazoth the 3rd takes his bottle of rum into his hand and leaves the dinning hall. I decided to leave it too, and go to my office to write a letter to Don Pedro.

<u>Spoiler: Letter</u> (click to show/hide)
To Don Pedro

I'm sorry to hear that, though I think that you must know. I haven't sent the coin to Chief Inquisitor, Millitia Commander or manager. I gave the coin to a dwarf possessing more knowledge about protective wards than myself, so he could make better use of it.

Klan-Master Dark Two The Order of The Ale

# Title: Re: The Hastening of Doomforests Post by: TheFlame52 on October 03, 2015, 03:00:00 pm

I've returned. I managed to escape Him for a while. I'm hiding out here in the body of one born of my soul, as my previous vessel was slain. I've returned the body to mortal levels of strength, as I'm trying to lay low. I'm going to try to make the best of my time here, hopefully without notifying Him.

- The military. Someone thought they could make everyone both melee and ranged fighters. That doesn't work, dwarves are too stupid to use both at the same time. I've made separate squads for ranged and melee fighters. That includes the Order of the Ale, which Dark was pissed about. I gave him a better office to compensate.
- The trash. It's everywhere. How did it get this bad in only two overseerships? I've ordered most of it dumped, but the dwarves can't reach all of it.
- The graveyards. We need more. I've ordered a room dug for coffins, which we have plenty of. You're welcome.

And now for more stuff.

- I ordered some captured wild animals trained.
- All grazers are being butchered. Otherwise they're going to starve, as evidenced by several cages full of desiccated ungulates.
- Elves came and I traded some stuff they left here for some exotic animals.
- Had Minister Smunstu's foot splinted. Not sure why this hasn't been done yet.
- Began setting up for a ritual.
- A possessed guy made a bracelet.
- Humanoid of grime and filth in the third cavern. Hopefully it can't get in.

I'm surprised the dwarves are listening to a three-year-old girl. I guess they've seen weirder.

# Title: Re: The Hastening of Doomforests Post by: exodius1 on October 03, 2015, 03:00:14 pm

Quote from: Dark One on October 03, 2015, 02:22:56 pm

Snip

Well, that will definitely be useful. As promised, this be the last bit until plot actually starts moving on. Makes you wonder how long were

we stuck in limbo... (I mean, story wise, this all would take time). Also, whatever was the curse on the letter, be assured, it was not my fault. Don Pedro's magic DRAINS colour from stuff, and if, say, something settled in the Latin that caused it to go cyan, he would not notice... If you do not see colour 24/7 for about an eternity you stop paying attention to it.

Spoiler (click to show/hide)

It is most curious how things go. It would be easy to win this round. Taking a walk through various cementaries, memorial halls and corpse piles Don Pedro managed to establish few things:

- \*Some dwarves seem to take on names of others before them.
- \*Current record seemed to belong to those called "Sanshuken"
- \*There is a certain name that would fit D3.
- \*It would not be useful to tell your opponent, as friendly as they appear, all you know.

Dear D3,

I must admit I am certainly lost at this one. There are few shreds of information here or there, but I would not dare to use uncertain data to extrapolate anything. That, in case I was mistaken, would be disastrous in consequences. Like calling oneself after a Necromancer that is considered a monster by both Inquisition, and what I believe is called MechaTechno Sect. No, I am not referring to you, I am however referencing our common friend. You may want to teach him some things about subtlety, he let it slip that he sent the coin to a thaumaturge, and I know you have it. Keep it. I do not care about it, I created it solely for the purpose of the game. Such artifacts are easy to come by and create. Wait to see what I will do once I get my hands on those resources.

And before you think you can go back on the agreement, let me give you your prize for winning. Regenreich possession is different from others. Guidelines discourage the things I mentioned because during the process mind of the vessel is flayed into shreds, leaving them nice, controllable and vegetable like. Pay close attention to phrasing of this paragraph.

You will have to wait until round 3 however, I have other things to get on with.

With Kind Regards, Don Pedro of Regenreich, SRM

PS. Say 'Hi' to your Mother.

Could you give me more exact description of Faustus?

Edit: @Flame: Surprised at three year old in command? Have you seen the alternatives? Inquisition, MechaTechno, some other cultist, a possesed guy and a goblin... If I were in their shoes I would go with the three year old as well, at least they are unlikely to sacrifice your immortal soul to demons *intentionally*.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 03, 2015, 04:25:17 pm

Game crashed without saving. Redoing everything.

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 03, 2015, 04:36:26 pm** 

Quote from: TheFlame52 on October 03, 2015, 04:25:17 pm Game crashed without saving. Redoing everything.

Yeah, that seems to be a thing...

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 03, 2015, 04:37:51 pm

Maybe it's for the best - that fire-breathing bird broke down the door and was wrecking Astville. Can it get into the main fort from there? It might happen again.

Title: Re: The Hastening of Doomforests

Post by: Taupe on October 03, 2015, 05:38:12 pm

Quote from: TheFlame52 on October 03, 2015, 04:37:51 pm

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Safe to say nobody knows how accessing Doomforests works anymore...

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 03, 2015, 07:34:13 pm** 

I have to say, whoever was the bastard to let those pe(s)t live in the fort shall pay... I will have to kill everything to get above 10fps, and that is not guaranteed...

Title: Re: The Hastening of Doomforests

Post by: Max<sup>™</sup> on October 03, 2015, 08:37:10 pm

Quote from: Taupe on October 03, 2015, 05:38:12 pm

Quote from: TheFlame52 on October 03, 2015, 04:37:51 pm

Maybe it's for the best - that fire-breathing bird broke down the door and was wrecking Astville. Can it get into the main fort from there? It might happen again.

Safe to say nobody knows how accessing Doomforests works anymore...

I'm still not sure how I got Smunstu out, and I've become an expert at navigating world-gen fortresses which often literally have no exits.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 03, 2015, 10:39:35 pm

I haven't really got around to figuring out how Faustus looks. The most I've got is that he's made of bones, and his general appearance brings to mind insects or spiders. I might get around to making something more up tomorrow or the next day. Tomorrow I will certainly put up the last little bit of RP for 3 till the game gets going.

Title: Re: The Hastening of Doomforests
Post by: De on October 03, 2015, 10:54:41 pm

Quote from: Taupe on October 02, 2015, 11:26:43 pm

Long sentences aren't bad, the real key is to make sure you're varying sentence length. Too many sentences of similar structure in a row make the story come off as mechanical even to readers who don't consider themselves sensitive to such things. Funnily enough, I remember back in writing classes from high school that teachers would put random caps on sentence length and Microsoft Word automatically tags any sentence over 20 words as ungrammatical. All those sentence length rules are actually left over from newspapers and columns, when length was everything, but these days we don't have print newspapers or columns to cope with so they can be ignored. You've got it right about using sentence structure and grammar to convey the tone in which the actions described are meant to be read, and that rewriting always helps.

My ramblings aside...

I wanted to download the save and have a look at the fortress but I can't even figure out how to make it work. I think I was expecting a zip file of some sort.

#### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 04, 2015, 10:43:50 am

Quote from: exodius1 on October 03, 2015, 07:34:13 pm

I have to say, whoever was the bastard to let those pe(s)t live in the fort shall pay... I will have to kill everything to get above 10fps, and that is not guaranteed...

I'm chuqqing along at a good 19 FPS here. That's a miracle after Bastiongate's  $\sim$ 8.

#### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 05, 2015, 08:05:29 pm

update tomorrow

long story short - i save the fort from certain doom and usher doomforests into an age of glory and high fps

# Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 05, 2015, 08:11:10 pm** 

Quote from: TheFlame52 on October 05, 2015, 08:05:29 pm

update tomorrow

long story short - i save the fort from certain doom and usher doomforests into an age of glory and high fps

i.e He abandoned and embarked elswehere :P

# Title: Re: The Hastening of Doomforests

Post by: Taupe on October 05, 2015, 08:33:06 pm

Quote from: exodius1 on October 05, 2015, 08:11:10 pm

Quote from: TheFlame52 on October 05, 2015, 08:05:29 pm

update tomorrow

long story short - i save the fort from certain doom and usher doomforests into an age of glory and high fps

i.e He abandoned and embarked elswehere:P

No one will notice. Do YOU remember what Doomforests looks like?

# Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 05, 2015, 08:42:33 pm

Quote from: exodius1 on October 05, 2015, 08:11:10 pm

Quote from: TheFlame52 on October 05, 2015, 08:05:29 pm

long story short - i save the fort from certain doom and usher doomforests into an age of glory and high fps

i.e He abandoned and embarked elswehere :P

OOC: That's the only I would be able to do it certainly. Anyway, it's time for that RP I said I'd post.

3 was nervous. It seems Don Pedro found out more than he is willing to admit to. He knew who 3 was. He knew about the family. It figures he would, as 3 hadn't been able to set up any proper false trails. He knew he should have waited with that challenge, but it was too late. He did think that the reason Don Pedro hadn't addressed the letter by name might just be that he wasn't fully certain of 3's identity. At any rate, 3 had to try to mislead him. After thinking for a moment, he settled for a simple, if rather amateurish deception. If Don Pedro bought it, it gave 3 time to further mislead him. If not, he might end up underestimating 3 later, which could prove even more valuable.

Some time later, he had finished writing his response to Don Pedro's latest letter. After leaving for Faustus, he went for a walk in the caverns. To an untrained observer, he was just taking a casual stroll, with no real destination in mind. However, there was a very specific place 3 was headed. He had left certain things unchecked for too long. However, he first needed to pay a long overdue visit to a friend....

Letter for Don Pedro:

Spoiler (click to show/hide)

Dear Don Pedro.

While I appreciate the sentiment, my mother died several years before I ever arrived in DoomForests. Which is for the better I suppose, as it meant she got buried before she was nothing but bones. I will pass on your regards though next time I'm able to visit her grave, or more likely, when I go to meet her in person, given the life expectancy here. At any rate, this is as good a time as any to take a break from the game, as there are things I need to tend to as well. Regarding your question about Faustus, if you are referring to structural strength, he's about as sturdy as bones of that size can be. If you need something stronger I can always make something, though it will be somewhat larger than Faustus as a result. But, if you are referring to the integrity of the magic animating him, I suppose it's decently strong. If you are worried I can reinforce it a bit, but not much. At any rate, let me know when we shall be resuming the game.

Regards, D3.

# Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 05, 2015, 09:14:35 pm** 

Quote from: Taupe on October 05, 2015, 08:33:06 pm

Quote from: exodius1 on October 05, 2015, 08:11:10 pm

Quote from: TheFlame52 on October 05, 2015, 08:05:29 pm

update tomorrow

long story short - i save the fort from certain doom and usher doomforests into an age of glory and high fps

i.e He abandoned and embarked elswehere :P

No one will notice. Do YOU remember what Doomforests looks like?

Yes. IT went something like "OHGODMYEYES!"...

Quote from: Drazoth on October 05, 2015, 08:42:33 pm

Snip

Will work on an appropriate response until next update... I have plans... Glorious, glorious plans. OOC I can say that surprisingly enough it is in my best interest to help you achieve the capitol status... after that I make no promises.

Quote from: De on October 03, 2015, 10:54:41 pm

I wanted to download the save and have a look at the fortress but I can't even figure out how to make it work. I think I was expecting a zip file of some sort.

You will need WinRAR downloaded, unfortunately... It can unpack the .rar files.

Title: Re: The Hastening of Doomforests

Post by: **TechnoXan** on **October 06, 2015, 06:14:53 am** 

Wait...so what is going on? Has the fort fallen? Have we reclaimed? ???

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on October 06, 2015, 11:02:58 am

have we just used dfhack to reset the map?

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 06, 2015, 11:12:34 am** 

It was a joke people-.- The fort's fine, as far as I knwo nothing has happened to it, I just tried being cute...

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on October 06, 2015, 11:17:07 am

Quote from: exodius1 on October 06, 2015, 11:12:34 am

It was a joke people-.- The fort's fine, as far as I knwo nothing has happened to it, I just tried being cute...

you are lying, this fort is never 'fine'

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 06, 2015, 11:54:12 am** 

Quote from: Gwolfski on October 06, 2015, 11:17:07 am

Quote from: exodius1 on October 06, 2015, 11:12:34 am

It was a joke people-.- The fort's fine, as far as I knwo nothing has happened to it, I just tried being cute...

you are lying. this fort is never 'fine'

You got me there, the proper phrasing is "existing".

Title: Re: The Hastening of Doomforests

Post by: Dark One on October 06, 2015, 12:42:02 pm

Everybody knows that even regenning new world won't make it fine.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 06, 2015, 05:48:03 pm

Calm down, everyone, the fort is fine. Unfortunately I haven't been taking a too detailed account of what's been happening, but I'll try to cover everything important.

### Military:

- We have enough arms and armor for a hundred dwarves.
- We also have legendary armor- and weaponsmiths, though not the same person like last time
- We have two squads of skilled melee, one of skilled ranged, and two of melee recruits.
- We have enough ammo to turn a giant sperm whale into the world's biggest, angriest porcupine.

This may be the best condition our military has ever been in in the history of Doomforests.

# Supplies:

- Our population is at <del>147</del> 153, migrants arrived while I was typing this.
- There is enough food to last until the end of time. Our cooks and farmers are busy producing more.
- After breaking Dark Two's strike on brewing, we now have plenty of booze. Pots and barrels will probably end up being the only limiting factor.
- We have nearly 5000 metal bars, mostly copper, silver, gold, lead, and iron. Steel is currently limited only by how much charcoal we can produce.
- We also have over 700 brass bars, to be used in a project of mine. When we first ran out of zinc I thought there wouldn't be enough brass, but I redid my math and realized I have 5 1/2 times the brass I needed. Don't worry, I'll put it to good use. We didn't need that copper anyway.

The only things we need at this point are steel, dwarves, and skilled workers.

# Enemies:

- A minotaur attacked. A minotaur died. What is it about this place that attracts them?
- A goblin siege came to check on Minister Smunstu, but left after being shown the kind of luxury he was living in. Also, his foot is better. Don't worry about how.
- Ayanu the fire-breathing pterosaur is currently wrecking Astville and there's nothing I can do about it. Right now it's stuck on an artifact weapon rack. It's also rotting from the effects of another FB's poison, a mud blob it killed earlier. Note: Do not touch it.
- A new FB, Mothra the mongoose, is in the second(?) cavern. There's nothing there for it and it can't get in. I'll keep an eye on it. The only thing that can possibly kill us now is our own stupidity or deliberate sabotage, and even then I wouldn't count on it.

Spoiler: Ayanu's Wounds (click to show/hide)

#### Projects:

- I mentioned a project involving a shitload of brass earlier. All I'm going to say is that it's a building. Or, rather, two buildings.
- I've been cleaning up the fort this whole time. For the first three months of the fort we had a solid zero idlers the whole time because everyone was hauling garbage to the magma.

Spoiler (click to show/hide) Date:1068-02-04 TERM THEFT N Screen clipping ta... 🔺 🟭 👺 ail

Look closely at that screen. You might see that there's a new room there full of coffins. Since then they have all been built and designated for burial. My math says there's around 400 coffins in there, plus the other empty coffins elsewhere in the fort. Nothing's going to happen any time soon, but if it does, we're going to have a place to put the bodies.

It's also proof that I haven't moved the fort or anything, no matter how tempting that might be at times.

EDIT: I just realized something. We've been having our weavers gather silk and make cloth since the beginning of the fort, almost. We haven't done anything with that cloth but let it sit there.

We have over fifteen hundred cave spider silk cloth.

I'm going to set the clothing shops on repeat.

The ritual was finally ready. In the center of the small room lay a large pile of copper tablets, every inch covered in writing. Avuz stood at the edge of the room, near the door in case something went wrong. Avuz, gathering her power, breathed in.

"P'MUDOTUA!" she shouted, releasing her power into the tablets, her small voice overlain with another, deeper, commanding. They vanished in a bang of in-rushing air, then were quickly replaced with a quickly growing pile of... stuff. Old clothes, boulders of various stones, desiccated corpses and limbs, broken furniture, and other objects. Avuz was shoved out the door by the advancing wave of junk. This was more than she had expected. Good thing she hadn't locked the door.

As she extricated herself from the pile, she spotted a dwarven skeleton. Bits of flesh and rags still clung to the grinning skull. Eh, she'd seen worse. Doomforests was not a place where dwarves grew up sheltered. Or lived to adulthood. Forgetting these thoughts, she turned to the waiting dwarves.

"Alright, men, sort it out. Bury the dwarves, smelt the ore, dump everything else down the magma pit."

#### Title: Re: The Hastening of Doomforests Post by: exodius1 on October 06, 2015, 06:36:56 pm

Quote from: TheFlame52 on October 06, 2015, 05:48:03 pm

This may be the best condition our military has ever been in in the history of Doomforests.

- A new FB, Mothra the mongoose, is in the second(?) cavern. There's nothing there for it and it can't get in. I'll keep an eye on it.

That's it, we are all dead. Godzilla will come to combat Mothra and will kill us all. calling it now...

# Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 06, 2015, 07:06:10 pm

Eh, we'll just all die and end up with one crazy doctor, one baby, and a goblin again.

Title: Re: The Hastening of Doomforests Post by: exodius1 on October 06, 2015, 08:55:17 pm Quote from: TheFlame52 on October 06, 2015, 07:06:10 pm

Eh, we'll just all die and end up with one crazy doctor, one baby, and a goblin again.

In retrospect somebody should have sealed a food efficient citizen in a 1x1 room somewhere and we would never fall...

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on October 06, 2015, 09:25:41 pm

Quote from: exodius1 on October 06, 2015, 08:55:17 pm

Quote from: TheFlame52 on October 06, 2015, 07:06:10 pm

Eh, we'll just all die and end up with one crazy doctor, one baby, and a goblin again.

In retrospect somebody should have sealed a food efficient citizen in a 1x1 room somewhere and we would never fall...

Don't start that shit again.

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 06, 2015, 09:27:28 pm** 

Quote from: Iamblichos on October 06, 2015, 09:25:41 pm

Quote from: exodius1 on October 06, 2015, 08:55:17 pm

Quote from: TheFlame52 on October 06, 2015, 07:06:10 pm

Eh, we'll just all die and end up with one crazy doctor, one baby, and a goblin again.

In retrospect somebody should have sealed a food efficient citizen in a 1x1 room somewhere and we would never fall...

Don't start that shit again.

Hey, I did not point any fingers... I was just reflecting in relation to the current discussion of failing the fort.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **October 06, 2015, 09:28:09 pm** 

Quote from: Iamblichos on October 06, 2015, 09:25:41 pm

Quote from: exodius1 on October 06, 2015, 08:55:17 pm

Quote from: TheFlame52 on October 06, 2015, 07:06:10 pm

Eh, we'll just all die and end up with one crazy doctor, one baby, and a goblin again.

In retrospect somebody should have sealed a food efficient citizen in a 1x1 room somewhere and we would never fall...

Don't start that shit again.

Don't tell me how to play my turns, Iamblichos. You're not even my real mom.

Title: Re: The Hastening of Doomforests

Post by: Max™ on October 07, 2015, 12:03:49 am

I was about to say "wait, Smunstu is food efficient" before I remembered the problem with counting on an insane semi-prisoner ex-goblin overseer as insurance against, well... Doomforests-y events.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **October 07, 2015, 01:25:18 am** 

Quote from: TheFlame52 on October 06, 2015, 05:48:03 pm

- We also have legendary armor- and weaponsmiths, though not the same person like last time.

Yeah, sorry your dwarf died. I made sure to train replacements, and took the two highest candidates, giving them enough job to level them up sufficiently.

Quote

This may be the best condition our military has ever been in in the history of Doomforests.

Beside the fact that you just f'kin jinxed it, we still need a few high-quality steel items if I recall. We can equip 100 dwarves, but not with top-notch equipment. I'm sure you're working on improving the gear already tho.

Quote

- A minotaur attacked. A minotaur died. What is it about this place that attracts them?

Man, I wish I knew. I got three minotaurs in my latest turn. What the hell.

Quote

- I've been cleaning up the fort this whole time. For the first three months of the fort we had a solid zero idlers the whole time because everyone was hauling garbage to the magma.

Neat-o burrito. Any significant improvement on your fps so far?

Quote

-Look closely at that screen. You might see that there's a new room there full of coffins. Since then they have all been built and designated for burial. My math says there's around 400 coffins in there, plus the other empty coffins elsewhere in the fort. Nothing's going to happen any time soon, but if it does, we're going to have a place to put the bodies.

I'm not sure what's the saddest. That we decided to make 400 coffins ahead of time and place them, or knowing we'll end up using all of them.

Quote

EDIT: I just realized something. We've been having our weavers gather silk and make cloth since the beginning of the fort, almost. We haven't done anything with that cloth but let it sit there.

We have over fifteen hundred cave spider silk cloth.

Lawl. That would explain why my stock screen simply died whenever I went over the cloth section. It would pause them for 5-10 seconds before moving back up or down. Can we just decorate things with cloth? Is that a good way to spend it, or will it just make the game as large?

Title: Re: The Hastening of Doomforests

Post by: Max<sup>™</sup> on October 07, 2015, 02:36:02 am

Note: I meant "ex-goblin-overseer" not "ex-goblin, overseer" or "ex-goblin, ex-overseer" or "sex-goblin, oh dear" or any variation thereof.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on October 07, 2015, 04:19:09 pm

Quote from: Max™ on October 07, 2015, 02:36:02 am

Note: I meant "ex-goblin-overseer" not "ex-goblin, overseer" or "ex-goblin, ex-overseer" or "sex-goblin, oh dear" or any variation thereof.

That made me chuckle. A lot, actually.

So Flame, how's the soap prospect looking?

# Title: Re: The Hastening of Doomforests Post by: TheFlame52 on October 07, 2015, 04:29:09 pm

Quote from: PsychoAngel on October 07, 2015, 04:19:09 pm

So Flame, how's the soap prospect looking?

I've reclaimed a bit of soap from some random walls and let you finish up your orders, but not far because of that. But you have been doing quite a bit of burning wood for charcoal and cleaning up vomit, if that makes you happy.

Oh! I also combined my ritual magic with your soap magic to clean the entire fort. I'll do a writeup when I do the update.

#### Quote from: Taupe on October 07, 2015, 01:25:18 am

Yeah, sorry your dwarf died. I made sure to train replacements, and took the two highest candidates, giving them enough job to level them up sufficiently.

I finished training them. Also, no harm done. I didn't get attached to her. But I am a tad peeved that I got re-dwarfed. That wasn't part of the plan!

#### Quote from: Taupe on October 07, 2015, 01:25:18 am

Quote

- I've been cleaning up the fort this whole time. For the first three months of the fort we had a solid zero idlers the whole time because everyone was hauling garbage to the magma.

Neat-o burrito. Any significant improvement on your fps so far?

I've scraped up an extra 5 FPS. It probably would have been more if I hadn't singlehandedly doubled our metal stockpiles.

#### Quote from: Taupe on October 07, 2015, 01:25:18 am

I'm not sure what's the saddest. That we decided to make 400 coffins ahead of time and place them, or knowing we'll end up using all of them.

Call me a cynic, but it was me that made all those coffins. I didn't have enough time to build them before the end of my last turn.

#### Quote from: Taupe on October 07, 2015, 01:25:18 am

Lawl. That would explain why my stock screen simply died whenever I went over the cloth section. It would pause them for 5-10 seconds before moving back up or down. Can we just decorate things with cloth? Is that a good way to spend it, or will it just make the game as laggy?

That would be the thread section, not the cloth section. We have fifteen thousand cave spider silk webs here. And I'm taking care of it.

#### Quote from: Taupe on October 07, 2015, 01:25:18 am

Beside the fact that you just f'kin jinxed it, we still need a few high-quality steel items if I recall. We can equip 100 dwarves, but not with top-notch equipment. I'm sure you're working on improving the gear already tho.

Shhhhhh.... Don't worry about it. Looking back over the stocks, though, I see that you're right. Not only do we have less armor and weapons than I thought, most of it is low quality. The weapons are good quality, but I could have sworn we had more than we do. Did someone melt them or something? We should have a good 120 weapons of various types, but all I see are ~50 steel and silver weapons of good quality.

We also only seem to have more, but lower quality armor than we did during my last turn. We should have ~30 good-quality pieces of each kind of armor of each kind, but we don't. I bet the extras were produced this turn by the less-skilled armorsmith I trained up.

On top of that, I was lying when I said I made that hole that let the FB in. I saw that hole and patched it during my turn.

I think we have a saboteur in our midst.

# Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **October 07, 2015, 05:12:38 pm** 

### Quote

Quote from: Taupe on Today at 01:25:18 am

Beside the fact that you just f'kin jinxed it, we still need a few high-quality steel items if I recall. We can equip 100 dwarves, but not with top-notch equipment. I'm sure you're working on improving the gear already tho.

Shhhhhh.... Don't worry about it. Looking back over the stocks, though, I see that you're right. Not only do we have less armor and weapons than I thought, most of it is low quality. The weapons are good quality, but I could have sworn we had more than we do. Did someone melt them or something? We should have a good 120 weapons of various types, but all I see are ~50 steel and silver weapons of good quality.

I took everything that wasn't a steel weapon or silver blunt weapon (copper, iron) and designated them for smelting. The suckers in the forge got to that right away while we waited for hematite to stop disapearing, and charcoal/flux to pile up. Most of it wasn,t gonna be used anyway, it was mostly extra junk. We should still have plenty of good weapons to accommodate the army.

As for armor, We had about 30 full suits (save a few missing ten for some slots) steel armor, which is why I had to make more for the Order of the Ale. Sure we have like, copper shit and some steel helmets, but we are past that point I think.

### Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **October 07, 2015, 06:23:29 pm** 

I wasn't counting the junk. Now I'm trying to remember whether I queued up that second round of weapon orders..

Also, game crashed and I lost everything I did today. Update tomorrow, then.

### Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 08, 2015, 03:21:50 pm** 

Here be a little RP piece we did with Dark One. It has been modified somewhat from the original, as my co-writer pointed out my jarring lack of intimate knowledge of the universe. I hope this will be satisfying to him.

Spoiler: Meeting in the Dark (click to show/hide)

A letter appears in a flash of colourless, smokeless flame, smelling of nothing in particular.

Meet me in the abandoned exploratory shafts it says in Drazoth's handwriting. Dark Two takes a look at the letter. The handwriting looks convincing, but there is something wrong with Drazoth's family seal. It looked somehow colourless and plain, while his family seal was resembling strange ciphers that no one could understand. The letter gave Dark Two exactly the same feeling that he felt when meeting Don Pedro first time, but the handwriting was exactly like Drazoths. This means one: they are collaborating against him!

After some preparations, he will go there alone, right after giving klan members new orders, so no one could disturb him.

Upon arrival Dark Two met a dwarf he kind off recognised, but he was not sure from where. Possibly he brought him a letter once?

'Please. follow me. **He is waiting for you.**'

-----

After leading D2 down several corridors he let him in through a doorway and locked the door behind him. In front of D2 was a desk with a mug on it, accompanied by two chairs. Room looked plain with no particular distinguishing features.

'Do sit down, Lord Klan Master. We have a lot to talk about' Said voice somewhat familiar. Despite the obvious similarity to Don Pedro's voice, the Klan-Master couldn't tell who was in the room with him.

- Who are you?

The Klan-Master could feel powerful forces focusing on a single dwarf. It must be a possession of some sort, though Dark Two still couldn't recognise him.

'Sit down, if you will, My Lord. We have much to discuss.' The figure said walking over to a chair and taking a seat. 'However, I am aware of your mistrust, so let me give you a proof of trust. I give you my word, as little that may matter to you, that I will not tell a lie in this chamber. I will also answer three first questions you ask. After those we will discuss what I want with you...' He added gesturing towards the left over seat.bThe chair looks like it's not affected by any kind of magic, and Dark Two's magic detection confirmed it quickly.

'I will.' Said Klan-Master. 'Three questions you say? Let me think about it...'

Dark Two couldn't sense any magic in the room except the earlier said forces within a dwarf.

'Alright... First of all, are you Don Pedro of Regenreich? Second, will both of us go out of here alive? And third... uhm... since soap is magic absorbing, would a large bar of it strapped to my chest protect me from any kind of magic possible to meet here?' he asked.

Don Pedro laughed mirthlessly.

'Yes, I am Don Pedro. Your second question is highly subjective, but let's agree on both of us leaving this room unscathed. Third is an interesting mental experiment. I do not know much about properties of soap but considering that most soaps are made of animal fat, i.e former living beings, I suppose they would be as conductive as blood in magical rituals. Now, diluted soap, or soapy water, would probably have similar properties to salt water. Salt has some thaum-conductive properties, however salted water seems to wash enchantments away, to a degree. SO presuming both...' He stopped for a second noticing an annoyed stare Dark Two was giving him. 'Ugh... If one would hypothetically do such a thing, tie a bar of pure soap to themselves I mean, it would be akin of holding steel pike in a thunderstorm atop a mountain, I think.' He finished.

'Now, let us discuss what I brought you here for. We are not so different, you and me Lord Klan Master. We both want the same thing, with varying details. Security of Doomforests. And so does our mutual friend, or so he claims. It is in our best interest to work together, you and I can do so much better cooperating rather than getting under each others metaphorical feet. So, here is the deal.' Don Pedro pushed a piece of paper towards D2. The page was encircled with strange symbols. 'All you need do is sign this.'

'and If I refuse?' Klan Master asked

'We shall leave this room, and I shan't bother you about it no more.'

Dark Two is considering the proposition. Those runes look suspicious and give him bad feelings...

'I'm not sure. I think that I would need a few days to decide, so why don't we repeat the meeting in three next days?' He tried.

Don Pedro frowned, stood up and walked to the door. Opening them wide he said.

'Your choice, My Lord. Remember however that next time the contract may not be so favourable for you. I trust you can find your own way back.'

D2 thinks for a moment. Then takes quill and ink, and when he is just about to sign, he says:

'I... I can't. If you truly wanted to serve the security of the fortress, then no declarations would be needed, as our cooperation would be based on trust. Doing it while being bound to your contract would be something different. The Order won't protect the fortress because it's their will, but because they would be mercenaries.'

With that D2 gets up to leave the room. Just before D2 leaves Don Pedro Grabs his arm, his fingers colder than death itself.

'I think both of us made some assumptions today. And both of us will get inevitably bitten in the arse for it. You may know more about soap than I do, but ponder this for a second. What makes your think the contract was to ensure your loyalty, and not Regenreich's cooperation? What makes you think I have enough pull to make others in my organization do as I wish without assurances?' With that he let go of Klan Master and closed the doors in his face, going back to his own business.

<u>Spoiler: Regenreichen Pakt mit Klan-Master</u> (click to show/hide)

I, signed below, solemnly swear to protect and serve the current, and any other stationed within, fortress, town, city, complex or community to the best of my abilities, in life and death, and to respect decisions of those in command of above mentioned structures.

In return I expect Regenreich to give full support and aid to my actions and enterprises, within reason.

If anything is off, tell me, I will correct it. Also, full disclosure, some o D2's actions have been motivated by Roll2Dodge, or so Dark One claims.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 08, 2015, 03:51:43 pm

If anyone has a fairly recent copy of Doomforests, can they retire and look up Id Letmostabar in legends? Legends Viewer bugs out when I look at him, deathcause returns nothing, his slab says he went missing at two but his corpse is a peasant, and his corpse isn't being buried.

Title: Re: The Hastening of Doomforests

Post by: Taupe on October 08, 2015, 03:56:37 pm

I should have a fairly recent file...

EDIT: Oh what the fuck?

Id is not just any random dwarf. He was a baby born from the union of skaiamechanic II and Drazoth II. He died after colliding with an obstacle, at the age of two, and came back as a forlorn haunt. He was put to rest shortly after.

FPS: 100 (47) Id Letmostabar, "Id Cobaltfaith" Id Cobaltfaith was a ghostly dwarf born in 1057. He was the eldest son of 'SkaiaMechanic II' Utterstandards and 'Drazoth II' Glazedskinned. In the midspring of 1059, Id died after colliding with an obstacle in Doomforests. In the midsummer of 1059, Id came back from the dead as a forlorn haunt in Doomforests. In the midsummer of 1059, Id was put to rest in Doomforests. In the early autumn of 1064, Id came back from the dead once more, this time as a murderous ghost in The Dull Walls. Related Historical Figures

Tunur Playgilds, object of casual worship Odur the Beard of Periwinkles, object of casual worship Tunur Playgilds, object of worship Olnen Focuslesson, object of faithful worship `SkaiaMechanic II' Utterstandards, mother, b. 1028 d. 1062 `Drazoth II' Glazedskinned, father, b. 1020 d. 1059

He got bored and came back for more blood five years later. This time, as a murderous ghost. You can't memorialise him from the list of unmemorialised dwarves because he already has a slab.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on October 08, 2015, 04:06:32 pm

Quote from: Taupe on October 08, 2015, 03:56:37 pm

I should have a fairly recent file...

EDIT: Oh WHAT THE SHIT IS WRONG WITH THIS PLACE.

Ok, here is a stab in the dark. The character you just looked up is an ancient vampire god who turns into a wereantelope at full moon, and a minotaur at new moon?

Title: Re: The Hastening of Doomforests

Post by: Taupe on October 08, 2015, 04:07:17 pm

Quote from: exodius1 on October 08, 2015, 04:06:32 pm Quote from: Taupe on October 08, 2015, 03:56:37 pm

I should have a fairly recent file...

EDIT: Oh WHAT THE SHIT IS WRONG WITH THIS PLACE.

Ok, here is a stab in the dark. The character you just looked up is an ancient vampire god who turns into a wereantelope at full moon, and a minotaur at new moon?

Nope, just a murderous doubleghost baby. I obviously blame the Drazoth conspiracy. Or whoemever changed all the slabs into iron blocks. One does not exclude the other.

Come on people, why can't this place make any sense?

Title: Re: The Hastening of Doomforests

Post by: exodius1 on October 08, 2015, 04:09:20 pm

Awwww... so cute, he takes after his uncle^^

But seriously, I do not think I want to play this anymore, my computer will most likely get possessed by an eldritch horror...-.-

Wait a sec... if it is a ghost of a ghost... does it mean it is alive?

Title: Re: The Hastening of Doomforests

Post by: Max™ on October 08, 2015, 04:22:46 pm



Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 08, 2015, 04:35:41 pm

That doesn't really explain why his corpse won't get buried. He doesn't have a tomb, I checked. It would be listed under Rooms if he did. I'm going to try unbuilding and rebuilding his slab to see if that works.

We've had some construction accidents. Skaiamechanic had both legs and one arm broken, plus a possibly permanent lung injury. BUT BY GOD, THAT SOAP ISN'T GOING TO MAKE ITSELF!

Title: Re: The Hastening of Doomforests

Post by: exodius1 on October 08, 2015, 04:42:57 pm

Quote from: TheFlame52 on October 08, 2015, 04:35:41 pm

[...]BUT BY GOD, THAT SOAP ISN'T GOING TO MAKE ITSELF!

In this fortress? Give it a year or so-.-

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on October 08, 2015, 05:16:40 pm

OOC: The fort definitely needs more soap if we're being haunted by a bloodthirsty double-ghost. And apparent lusts of the entire species of Minotaur. I also did some digging in Legends to find out more about my ancestry. I found something really interesting, and was able to come up with some backstory.

Spoiler: Today's Journal (click to show/hide)

# Journal of Psycho II

So the Klan Master came to me again today. He wanted more soap; told me it was for a sort of 'experiment'. It seems to me like people only use my soap because they think it's magic. Maybe the family legend is true after all. I decided to sit down and tell him what the family legend is, so I may confirm whether or not the myths are really true. The legend goes that one of my ancestors, Minkot Lashedwandered, was a farmer by trade in the fort of Gravecraft. After migrating to another fort, Shipstoked, for around fourty years, she later moved back to Gravecraft. In the year 714, she ended up becoming the baroness of The Town of Stroking in the fort of Gravecraft. It was around this time that the people began to notice some queer motives behind her actions. They say she was obsessed with her own mortality. She had been quietly uttering foreign words while working, the legend says, and soon her friends began to notice. They say that while she was coming up with the perfect recipe for soap, it is also said that there was always something... off about any soap she made. Some say these utterances were some sort of ancient chant used in sorcery, others say she was just going mad. Whatever the case, the chant became the family song that we have been taught to sing when going about our business. I suppose that since no one is ever really with me in the workshop, no one as of yet had noticed. So now I have divulged the details of the legend to Dark Two, and hope we can come to a conclusion about all of this. If indeed it is magic, it seems to be a sort of protective ward, considering what it has accomplished in the past. And with that, I gave him more soap and told one of the apprentices to help him carry out some more. I bid him good luck with whatever it was he wanted to use my soap for.

So yeah. I dug around the history of my mother, grandmother, and so on, and found the perfect backstory for our magical soap shenanigans. I also found out that Psycho II is unfortunately not related to Psycho I at all, and is in fact also older than him. Oh well.

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on October 08, 2015, 05:56:50 pm

The next spell was not nearly as hard as the first. Avuz had asked PsychoAngel's help with this one, and he had given it freely. In her hand she held a fat glass jar, sealed tightly with a copper lid. Inside was a bar of Psycho's most potent soap, enchanted with spells of cleaning Psycho didn't know he was putting into it. It practically radiated cleanliness, even though the cloudy green glass. It would be the most important part of the spell.

After making sure the lid was secure, Avuz shouted the trigger words; "L'LA NEALC!" beginning the spell. The soap's spells began to activate, sucking dirt from the nearby area up against the jar. Avuz put the jar down on the edge of the bridge and backed away to watch. The soap's spells, sensing dirt but unable to absorb it, drew in more and more power from the surrounding air. Trickles of blood, vomit, ichor, poison, and worse began to work their way out of the walls and ceiling, striking the jar and pooling around it, hiding the blinding glow from view. The trickles increased to floods, then died away gradually. The jar, enchanted with Avuz's most powerful protection spells, still did not break.

The soap continued to draw power from the nearby area, strengthening its pull further. Avuz began to slide towards the huge blob as the spell tried to pull the blood out of her veins. "ROTIDE IUG-MG!" she shouted, sending power toward the weakest part of the jar - the lid. The copper turned to liquid and was instantly sucked into the hungry soap, followed by the rest of the goop. The spell shut down, its work done. Avuz walked over and nudged the jar of putrescent mush off the ledge into the magma.

Title: Re: The Hastening of Doomforests
Post by: Kevral on October 08, 2015, 06:41:49 pm

I would be most keen to try out (my first) stab at a succession game. Sign me up for a turn please :)

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on October 08, 2015, 09:19:58 pm

May I point out that people seem to forget that my dwarf is a girl? :P

Title: Re: The Hastening of Doomforests
Post by: exodius1 on October 08, 2015, 09:37:16 pm

Quote from: PsychoAngel on October 08, 2015, 09:19:58 pm

May I point out that people seem to forget that my dwarf is a girl? :P

That happens rather often in community games. I chalk it up to dorfs not being as sexually dimorphic as human. I mean, they are nearly identical apart from the beard... and some males \*shudders\* shave...

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on October 09, 2015, 03:25:15 pm

Quote from: PsychoAngel on October 08, 2015, 09:19:58 pm

May I point out that people seem to forget that my dwarf is a girl? :P

Yeah, you just gave birth. I nicknamed your daughter The Cleanest Baby.

I tend to go by gender of the player, not the dwarf, especially because 90% of my dwarves are women, 100% if you don't include ones where someone makes sure it isn't female.

Final update very soon.

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on October 09, 2015, 04:26:04 pm

Alright, I'm done with the year.

What have I accomplished?

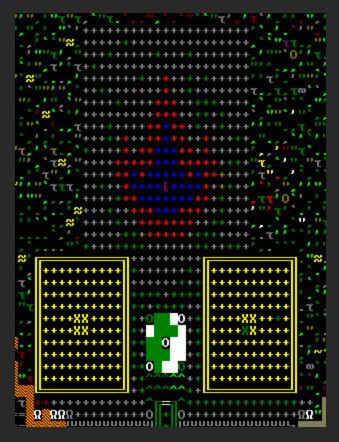
- Brought metal stocks up to 5k bars
- Built many suits of armor/weapons, more are queued up
- Military is now four experienced squads, two recruit squads
- Got breeding pairs of Giant Grey Langurs and Giant Barn Owls
- Built two giant brass towers in front of the fort for marksdwarves
- Also put the Three-Pronged Flame out in front of the fort
- FUCKING DOUBLED FPS by cleaning everything, dumping everything, and destroying nearly 20k webs
- Built an FB trap in the second cavern, below Maxcat's rooms
- Started clothing production, since dead migrants aren't a source of clothing any more
- Built a shitload of coffins
- Put a bunch of ghosts to rest
- Buried a bunch of ancient corpses (like Astville old)
- I dunno, probably some other stuff

- NOBODY DIED!

Some suggestions:

- That skinless pterosaur in Astville is both immobile and has two layers of rock above it. I think you can figure out the rest.
- We're out of iron, but we have 500 steel bars. I would recommend letting the armor jobs get finished, then melting all the lower-quality
- While you're at it, why not add a few more levels to the Brass Towers? I think there's enough bars for two additional levels per tower.
- It looks like there's about 2/3 of a system to ship magma-filled minecarts. Why not finish it?

My turn is over. It is time to pass the hat.



SAVE: http://dffd.bay12games.com/file.php?id=11199

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 09, 2015, 04:42:50 pm** 

Is it just me or does that flame look like gobo head on a pike?

Either way, great job on the turn. Although I would additionally slaughter all the animals... Good luck to the next one over... WAIT! did you say no-one died? Are you SURE you played the right save?

Title: Re: The Hastening of Doomforests
Post by: De on October 09, 2015, 05:20:27 pm

Quote from: TheFlame52 on October 09, 2015, 03:25:15 pm

Quote from: PsychoAngel on October 08, 2015, 09:19:58 pm

May I point out that people seem to forget that my dwarf is a girl? :P

Yeah, you just gave birth. I nicknamed your daughter The Cleanest Baby.

I tend to go by gender of the player, not the dwarf, especially because 90% of my dwarves are women, 100% if you don't include ones where someone makes sure it isn't female.

Final update very soon.

I'd take a female dwarf. Oh pick me, pick me!

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **October 09, 2015, 06:59:15 pm** 

Quote from: exodius1 on October 09, 2015, 04:42:50 pm

Is it just me or does that flame look like gobo head on a pike?

No clue what you're talking about.

Quote from: exodius1 on October 09, 2015, 04:42:50 pm

Although I would additionally slaughter all the animals...

There's only like 40. That's nothing, especially compared to the 20,000+ items I got rid of

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **October 10, 2015, 10:22:06 am** 

Oh dear it's my turn isn't it? I've got the save, might RP my take over sometime today or tomorrow. With work I don't expect I'll be able to play much those days but Monday is Thanksgiving so I will have an update on that day most likely.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 10, 2015, 10:40:00 am

I think it's Gwolfki's, actually. Have we run out of people on the OP's turn list? I already know it's outdated, but how outdated?

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on October 10, 2015, 10:51:33 am

skip me for this turn.

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **October 10, 2015, 10:56:17 am** 

Taupe's, then. After that we're out of people.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on October 10, 2015, 10:59:55 am

Quote from: TheFlame52 on October 10, 2015, 10:56:17 am

Taupe's, then. After that we're out of people.

after that its me and were out of people.

I think the whole forum is suffering from a low number of players

Title: Re: The Hastening of Doomforests

Post by: Taupe on October 10, 2015, 12:03:25 pm

The op us out of date since four plus months. I just played people.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 10, 2015, 12:05:22 pm

On page 107 or so I compiled a turn list. If you want, you can go and verify it but as far as I was able to find it's my go again.

Title: Re: The Hastening of Doomforests

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 10, 2015, 01:34:26 pm

In that case, you're the new OP. Stick me back on that list. Who's next?

Post by: Drazoth on October 10, 2015, 02:35:28 pm

I believe it went:

Flame (Finished)

Me

Mate888 Exoduis1

Flame (New Request)

It would be best if someone else could go verify though. As for maintaining the OP, We Salmuek for that, as he has the login info for Drokles, unless there's a way for someone else to edit it. I sent him a PM a few days ago to remind him that DoomForests is still going, but he hasn't responded.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on October 10, 2015, 02:42:28 pm

You can always edit your post on the first page informing people what is going on. Just sayin'

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 10, 2015, 03:04:48 pm

True. I'll probably do that that tomorrow or after work tonight then.

Title: Re: The Hastening of Doomforests

Post by: Kevral on October 10, 2015, 03:08:31 pm

Other people may have asked for a turn since that page. Myself for one! Please add me to the turn list, if that is okay:)

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 10, 2015, 03:22:26 pm

Make your post on the front page have really big red letters so people notice it.

Title: Re: The Hastening of Doomforests

Post by: Dark One on October 10, 2015, 03:41:33 pm

I vote "Welcome to Doomforests, even OP abandoned us!" for our official marketing slogan.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on October 10, 2015, 04:25:30 pm

I would ask for a turn, it would be awesome! But, time constraints would probably force me to finish very late or early. : ( Although maybe if someone in the future finishes with like a couple of months left... ;D

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 10, 2015, 06:00:12 pm

What I could also do is make a new thread, that way I could use the first post to hold it. It would also make it a bit easier for me to archive this thread.

P.S. TechnoXan: message me on skype when you get the chance, I need your help with some RP I have planned for before my turn starts.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 10, 2015, 06:42:38 pm

On another note, go and check the names of the artifacts/named weapons. Some of them are hilariously sexual and/or awesomely violent.

Title: Re: The Hastening of Doomforests

Post by: Taupe on October 10, 2015, 07:46:15 pm

Quote from: Drazoth on October 10, 2015, 06:00:12 pm

What I could also do is make a new thread, that way I could use the first post to hold it. It would also make it a bit easier for me to archive this thread.

P.S. TechnoXan: message me on skype when you get the chance, I need your help with some RP I have planned for before my turn starts.

That just mean you'd be nezt to vanish.

Title: Re: The Hastening of Doomforests

Post by: Max™ on October 10, 2015, 08:06:30 pm

Wtf, my eyes autocorrected that to "be next to vanizh"...

Title: Re: The Hastening of Doomforests Post by: De on October 11, 2015, 12:29:00 am

Hmm.... Doomforests, even the OP is cursed. I was going to volunteer to act as secretary, make a post and maintain turn list since I don't have the equipment to play, but suddenly I have this feeling like my laptop would suddenly die if I tried it.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 11, 2015, 08:30:35 am

I'll do it. I've had a long history of being immune to whatever curse gets aimed at me. FLAME VOIDGOD CHAOSBANE TERRYSLAYER

Title: Re: The Hastening of Doomforests Post by: De on October 11, 2015, 10:53:42 am

Quote from: TheFlame52 on October 11, 2015, 08:30:35 am

I'll do it. I've had a long history of being immune to whatever curse gets aimed at me. FLAME VOIDGOD CHAOSBANE TERRYSLAYER

All hail!

Title: Re: The Hastening of Doomforests Post by: Drazoth on October 11, 2015, 11:07:17 am

Quote from: De on October 11, 2015, 10:53:42 am

Quote from: TheFlame52 on October 11, 2015, 08:30:35 am

I'll do it. I've had a long history of being immune to whatever curse gets aimed at me. FLAME VOIDGOD CHAOSBANE TERRYSLAYER

All hail!

All hail!

Title: Re: The Hastening of Doomforests

Post by: Taupe on October 11, 2015, 09:03:05 pm

Smunstu was refilling his quiver, counting the copper arrows. Twenty-five of them, that was the norm for a stack. They were used, but still good. The secretary approached, as the goblin adjusted the pull on his +silver bow+.

"Sir, we have a request from Dark Two, of the Order of the...

- -Yes I know who Dark Two is.
- -He seeks to access the diary of the dreadful Dark One.
- -Alright. Granted.
- -Are you sure, Prime Minister? Those books, they contain...
- -Yes, dark arts and whatnot. Secret alchemical recipes and so on. Have a copy of the diary delivered to him by the end of the week."

The secretary gathered some folders, and began transcribing the manuscript. an old, tarnished journal dating from over a decade ago,. It smelled of rot and blood and wetness, like anything that survives too long in Doomforests. Miss Taupe III started filling page after page, filling every sheet of parchment into a large, sealable binder. The original would of course remain safely in the artefact coffer, once the copy was finished. The secretary had an uncertain look on her face; visibly, the dwarf did not approve. Part of her waited for the reveal of a scheme, or some sort of double cross. "Surely you don't intend to just hand over such documents to someone" her eyes seemed to ask, when they periodically met the goblin's gaze. The goblin stood in the middle of the main room, his bow drawn. After a year of practice, he could reach the target even from here, most of the time. He let an arrow fly, and casually explained:

"We may have secured those occult books, but this is Doomforests. More necromancers and cultists will come, and bring their doubleedged knowledge with them. If Dark Two seeks some of it, there truly isn't much we can do to stop him, in the long run. Some dwarves are on our side and support us for the time being, but few will call themselves our allies to the end. They are like children begging for candy, and will follow anyone who claims to have the biggest sugar bag at the moment. Those PsychoAngels and Longshanks and Senshukens, they love us now, but in a year they'll forget why, and follow someone else. The inquisition, the mechatechnosect, we can buy their support for a time, but they have their own agendas. They are unpredictable and reckless. Dark Two has been our fiercest supporter. We cannot lose him, and his loyalty will survive where others would fall. Giving him what he seeks is just a safe way to ensure this, given how easy he could aquire strange books here otherwise. "

The pink gold circle emitted a "twomp" as the arrowhead lodged clumsily in the second ring. the Prime Minister readied another shot.

"And to be frank, if someone seeks to acquire some obscure knowledge, I'd rather he be on my side when he starts using it..."

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 12, 2015, 12:01:54 pm

Just a quick update. I've gotten the first month done, expect a post containing all the events of spring later. Currently holding a fps of 18-19. Will work to improve it.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 12, 2015, 04:06:43 pm

Look at Smunstu's inventory, will you?

Title: Re: The Hastening of Doomforests

Post by: exodius1 on October 12, 2015, 04:50:20 pm

Quote from: TheFlame52 on October 12, 2015, 04:06:43 pm

Look at Smunstu's inventory, will you?

I may have found a reason as to why we are crashing... Do not get me wrong, the immortal baby was a good joke, but holy hell, this is unstable enough without further screwing with the code.

Edit: what I am saying is that we should limit modding to absolute minimum (Autodump, clean all, eventually that liquid spawn/despwan), without further interference into the code, like changing dwarves gender/skills etc. I am not opposed to such shenanigans, mind, but everything has its time and place.

# Title: Re: The Hastening of Doomforests Post by: TheFlame52 on October 12, 2015, 05:49:53 pm

All I did was give him some new clothes...

That isn't the reason, though. I did that *after* the crash. I think the crash I had was caused by a tree growing into one of the Brass Towers, which were under construction at the time.

# Title: Re: The Hastening of Doomforests Post by: exodius1 on October 12, 2015, 05:55:51 pm

Quote from: TheFlame52 on October 12, 2015, 05:49:53 pm

All I did was give him some new clothes...

That isn't the reason, though. I did that after the crash. I think the crash I had was caused by a tree growing into one of the Brass Towers, which were under construction at the time.

Again? Bloody hell, those are some mean ass trees in the region...-.-

And sorry, I did not mean to sound like I was indicting you or anything, just warning that excessiveness in such things can lead to !!FUN!!... I remember once in a community fort I modded ravens to be trained into war animals... next person over had some symbols replaced by buckets for no particular reason... Coincidence? Maybe, but why risk it?

#### Spoiler (click to show/hide)

'Cause seeing your enemies being torn to shreds by a cloud of ravens is bloody awesome, that's why...

# Title: Re: The Hastening of Doomforests Post by: Drazoth on October 12, 2015, 06:53:53 pm

OOC: Spring is done!

As 3 was heading towards MechaTechno territory to speak with TechnoXan, Kronk came running up to him, with something in his hand.

"For you sir." He held out the OverSeer's hat.

"Wonderful. How were you able to get it?" 3 takes the hat and places it firmly on his head.

"Well, when the last overseer called a meeting to announce her retirement, I was in the crowd. As she was about to name her successor, I was able to make everyone think she named you. I then took advantage of her confusion to step forward to say I would deliver the hat to you."

"Interesting." 3 fiddled with the hat to make it fit more comfortably. "What I want to know is how you were able to convince the crowd she named me."

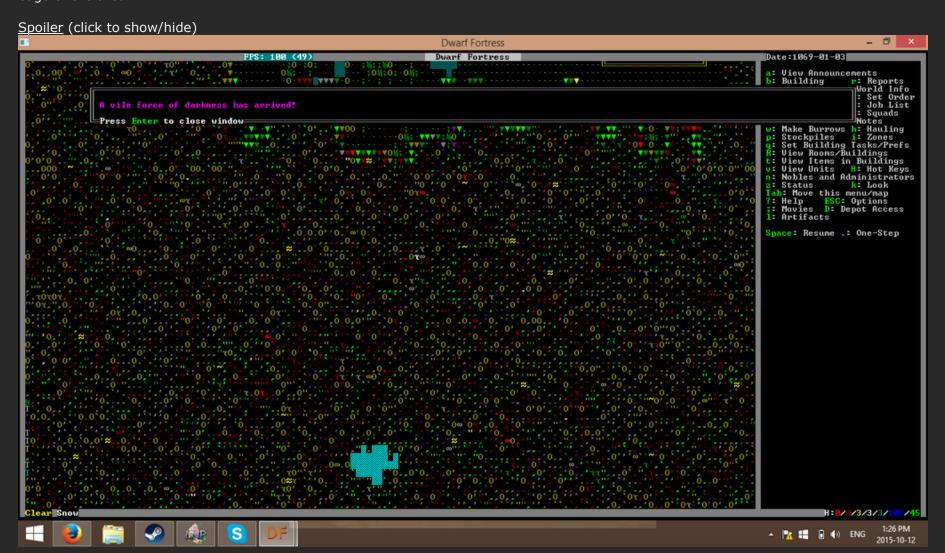
"I'll just say that ventriloquism isn't nearly as useless as we thought."

"Looks like I owe number 9  $\times$ 70 then. Let's head back to the fort, I can talk to TecnoXan later."

When they returned to the fort, there was much rejoicing, as is usual when a new overseer takes power. After the party, 3 got down to work.

(Switching to journal format here, as it's easier for me to write, and I couldn't figure out a more graceful transition)

3rd Granite: I had barely started the task of evaluating our situation when scout reported seeing goblins and trolls along the western edge of the area.



Fortunately they left soon after. Good thing too, as I'm much too busy to deal with such pests.

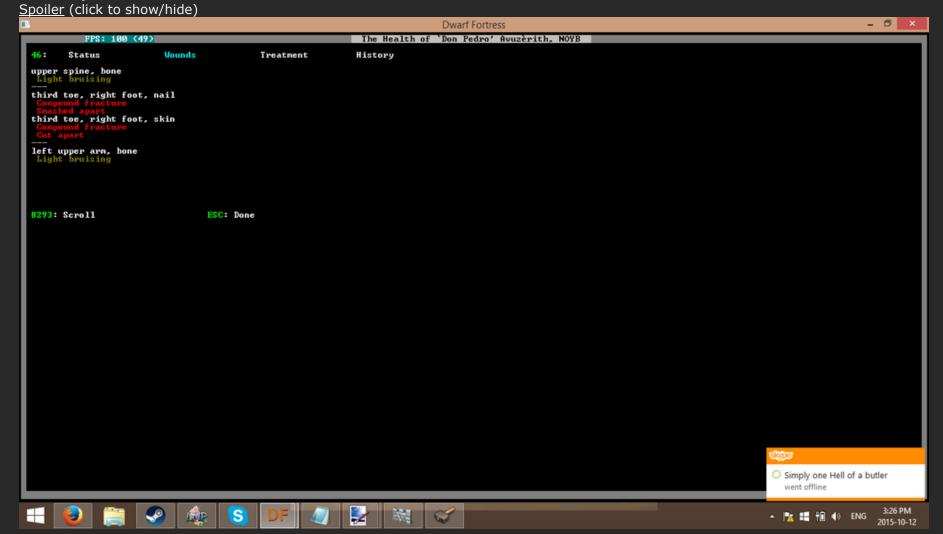
8th Granite: I noticed we had some ballista parts sitting around. That got me thinking about those towers that Flame put up out front. I think I'll have fortifications carved in the tower walls, and put some ballistae in there. If nothing else, it will help make the people of this fort feel more secure. It also will provide us with some good defense against any sieges; goblin, necromancer or otherwise, that dare threaten us.

13th Granite: Scouts report that an elven caravan has arrived. I order them to wait and see which depot they'll head to, then bring all the cloth we have lying around to them. If nothing else, I know that even the elves aren't so up-tight about plants and such to be offended by plant based cloth. Therefore, we can unload all of ours onto them, and let our clothiers focus on using up all the silk we have lying about.

14th Granite: Our Hammerlord has been running about, declaring the name he gave to his hammer. He is apparently very proud of himself.

16th Granite: I decided to have some of the caged creatures we had lying about brought to the trade depot, as we could probably convince the elves to take them off our hands. Apparently, whoever was in charge of hauling them was an idiot, an set them free so that he could carry the cages down. As one might imagine, several dangerous animals got loose. This includes the captive minotaur we had. On the plus side, Don Pedro happened to be in the right place at the right time, to help deal with the beast. And by help I mean distract it by serving as a punching bag while the militia killed the beast. I was told that while his injuries weren't *too* bad, he did require surgery on his. I'll have to remember to send him a letter at some point soon.

Pedro's injuries:



21st Granite: Our broker was busy being "on break", so I sent some random dwarf down to the depot to trade with the elves. When he returned he said that they refused to trade with him and left soon after he spoke to them. He claims he did nothing wrong, but knowing elves he likely offended them somehow.

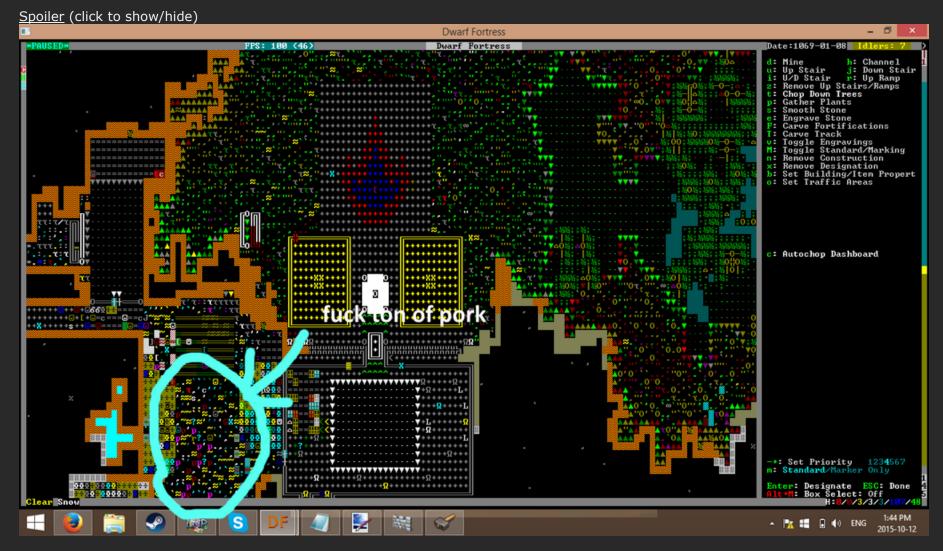
2nd Slate: My detections spells alerted me to the presence of a new forgotten one in the caverns.



I sent scouts to check and see if they could find any potential access points for it to attack us, but they reported that there was no such threat.

27th Slate: Some migrants arrived. Later I'll take a look at their skills and see if I can't give some of them to Don Pedro for his plans.

15th Felsite: I noticed we have a metric fuckton of pigs .



So I ordered every adult save for one breeding pair slaughtered. It's not like we're short on meat, but it gives our cooks more to practice

30th Felsite: The ballistae I ordered have been completed. I may have another pair put in the rear of each tower just in case. I'll also have to order fortifications carved in the other walls, but his shall do for now.

Spoiler (click to show/hide) Space: Resume .: One-Step H:0/0/4/5/3/142/1 7:01 PM

OOC: That's all for now. exodius1, expect a letter for Don Pedro in my next post. I'll try to have summer up for Thursday at the latest.

#### Title: Re: The Hastening of Doomforests Post by: exodius1 on October 12, 2015, 07:47:13 pm

Welp, at least Don Pedro survived.

Edit: That gives me an idea though, will wait for some break in workload/your RP to proceed.

# Title: Re: The Hastening of Doomforests

Post by: Taupe on October 12, 2015, 09:06:49 pm

It's cool that we are now preparing for the very non-existent sieges that plague Doomforests.

### Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **October 12, 2015, 09:08:08 pm** 

Quote from: Taupe on October 12, 2015, 09:06:49 pm

It's cool that we are now preparing for the very non-existent sieges that plague Doomforests.

Honestly, I've got around 30 idlers, this is just to give them something to do, for a little while any way.

Title: Re: The Hastening of Doomforests
Post by: exodius1 on October 12, 2015, 09:48:37 pm

A propos idlers, could you start training a metalcrafter for me? I have a need of a legendary (+5) one^^. I will include the request proper in the letter to D3 after your RP^^

Title: Re: The Hastening of Doomforests
Post by: Dark One on October 13, 2015, 02:08:52 pm

#### **Journal of Dark Two**

The contract seemed somehow strange, I couldn't sign it, but I feel that I've made a good decision. Why I'd ever need Regenreich's cooperation anyway? If Don Pedro wants to become the overseer, we, The Order of The Ale are his men when he gets the rutile hat. Though only Smunstu has got our ultimate trust and support!

According to Drazoth the 3rd, Smunstu has got journals of Dark One, my indirect predecessor in Doomforests. I sent him a request for a copy of them. I received answer immediately! If there's anyone I can count on in this whole fortress, it's Smunstu. I must also get to that burnt chamber. I asked miners to clear the cave-in, and they agreed in exchange for some barrels of booze.

I heard that Drazoth the 3rd have claimed the rutile hat. He focused on maintaining stability of the fortress and increasing it's security, though there was an unfortunate accident with Don Pedro and a minotaur... The only thing I can do is send him a barrel of good ale with some "get well" wishes. I think that I should visit Drazoth's magic detection lessons - I don't know what Don Pedro can send thanking me for that booze.

Dark Two entered the caverns, and getting too far he found some kind of a structure. He could feel that there was some magic involved, but getting any closer made him feel incredible pain. Further investigation in this place is required. Dark Two decided to backtrack towards the cavern entrance, avoiding MechaTechno territory. Finally he found the room, and entered it.

Drazoth was inside, planning his next orders.

- Greetings friend.
- Welcome Dark Two...
- I wanted to get some clues on magic detection.
- Well... I don't have enough time to teach you advanced magic detection, but knowing your unusual skills, it should be easy for you to advance with only the basic knowledge.
- Go on.
- First let's cover the fundamentals. Magic as we know it, is energies flowing within the realms. Objects can be imbued with it temporarily, permanently, or created by forces, demons, dieties etc. To enchant something temporarily, the object must be filled with energy, which will slowly disperse. On the contrary, permanent enchantments drain energy from the surrounding area. While temporary enchantments have the downside of wearing out, they can work in environments where distribution of energies is not strong enough for permanent enchantments. Objects created by forces, demons, dieties, etc. are interesting. They always have a fixed amount of energies stored within they never wear out, and would work everywhere. They are hard to come by however. Living creatures behave in similar manner to temporary enchanted objects. They have a limited amount of energy, and after it disperses, they die.
- Is this all?
- Now let's talk about some magic detection techniques. To detect magic you must sense turnings of energy surrounding enchanted objects. Feel them getting weaker or stronger depending on the type of enchantment. About idntifying effects of enchantments, training is mostly a matter of trials and errors. Each enchantment has it's unique "tone", which can be easily sensed. after a while of silence he adds:
- That's all I can tell you Klan-Master. I'm very busy right now.

After that Dark Two left Drazoth's room, with strong feeling of emptiness in his head. Energies flowing within realms? Yes, he could feel it. And strangely, D3's room was an ideal energy blocker, as if he made his room anti-magic. On the way back to the fortress, Dark Two used his magic detection on random cavern creatures, reading how much life they still possess, and remembering what tone made every creature.

When he get back to the fortress and then to his room, Dark Two got an idea after trying to sense energies around a bar of soap - it seemed that it absorbed and discharged energy around it. He might secure his room and office with soap, to protect himself from magic!

# Title: Re: The Hastening of Doomforests Post by: Drazoth on October 13, 2015, 02:44:39 pm

During a lull in his overseer duties, 3 writes up the letter he had been meaning to write to Don Pedro. Once he was done, he had Faustus deliver it so he could return to his duties.

Letter to Don Pedro:

Spoiler (click to show/hide)

Dear Don Pedro,

My apologies about that incident with the minotaur. I shall make certain whomever is responsible is reprimanded appropriately. That aside, I just wanted to inform you that production has begun on those materials you require. Let me know if you have any particular place you wish them stored. I also wanted to ask if there was any specific skills you require those nine dwarves you asked for to have. Let me know soon so that I may allocate them to you.

Regards, D3.

P.S. How good are your cryptography skills? Just wanted to know, as I have an idea for my next turn in our little game.

OOC: I've got the first month of summer played. The archive is also coming along. I expect that the first year (minus the OP) will be done within 3 weeks. It would be sooner, if it weren't currently my turn. I also have to write RP for D1, which is taking up time as well.

Title: Re: The Hastening of Doomforests
Post by: Taupe on October 13, 2015, 02:56:18 pm

Don Pedro had been out for a while. A shame. This played to their advantage, however. As the Chief Medical Dwarf, miss TaupeIII was in charge of the hospital. She controlled who took care of whom, which dwarves were on duties and which were on break... which patients were a priority and which should be isolated. Keeping privy eyes from her business had been all too easy. Obviously they were short a few correspondences, but she'd managed to snatch and copy a few of the letters created or received by this enigmatic dwarf. some were meant to Drazoth, , many more seemed to indicate a connection to Dark Two. The prime minister would be happy to learn of this. He wasn't one to stop plots, but he liked to keep track of them anyway.

Quote

P.S. How good are your cryptography skills? Just wanted to know, as I have an idea for my next turn in our little game.

It's a good thing this accident happened when it did, as obviously the current overseer was keen on switching to a new, more secure mean of communication. They had taken a few shots at the drazoth family code in the past, but some elements still eluded them. Hopefully, Drazoth would let the key to these riddles slip in his next letter...

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **October 13, 2015, 03:07:24 pm** 

Just letting you know Taupe, the cipher I plan to introduce is *very* complex. Like, 5 steps, with an optional 6th. It requires an excel spreadsheet, as well as written instructions to make use of. Good luck to those who wish to try and decrypt it. If people, I can find/make a simpler one.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **October 13, 2015, 03:11:35 pm** 

Quote from: Drazoth on October 13, 2015, 03:07:24 pm

Just letting you know Taupe, the cipher I plan to introduce is *very* complex. Like, 5 steps, with an optional 6th. It requires an excel spreadsheet, as well as written instructions to make use of. Good luck to those who wish to try and decrypt it. If people, I can find/make a simpler one.

Not planning to succeed, just jumping on easy opportunities to learn what I can.

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 13, 2015, 03:24:50 pm** 

Spoiler (click to show/hide)

Don Pedro was laying down in a bed, his vessel literally vibrating with pure, unadulterated wrath the entity exuded. That damned, damned, thrice damned cow! How dare it lay even a single finger on a Department Manager of Regenreich? Next one captured will pay for it, oh yes, he will *make* it sign the contract, and when it dies, its soul will go straight to the Reich. As Sentient Resources\* Manager Don Pedro will give it to R&D Department. That will teach those bloody crossbreeds. Or better yet, to accounting. Going over and over the same row of numbers for eternity or two will be more than enough punishment...

This line of thought was interrupted but his worthless 'son'.

'Ummm... Dad? I have some letters for you.' Don Pedro turned his head towards the Suturer, colourless light escaping around the obsidian glasses. 'First one was brought by this thing.' Suturer put Faustus down on the night table. Don Pedro never learned his son's name, he was not useful enough to bother. HIs fury did not subside when a small barrel of exotic alcohol joined the construct on the table. 'And... Ummm... don't get upset... I know you were not happy about your meeting with Klan Master... But he sends his wishes to you, and this barrel.' Suturer recoiled but nothing happened. His dad was known for being a bit of a choleric, so this was even more terrifying than usual yelling.

Don Pedro has achieved perfect unity with his anger. It was transcendent. So that bastard refuses his help, and now sends him gifts to appease him? Like he is some mortal? Like he could bribe him back to good graces? No. No. NO! Don Pedro kept looking at the Suturer. He did not have the Klan Master. Drazoth was not stupid enough to even allow a situation in which he could be proposed the Pakt. But this will do. This will do fine.

'Son.' He started. The Suturer shook at the seemingly cold tone of voice. It seemed this time he was so angry he went a full circle. 'Can you give me a favour? Sign this.' Don Pedro handed a piece of paper over to the dwarf, who signed it without hesitation. At least this time he did not get chewed out.

Spoiler: To D3 (click to show/hide)

Dear D3,

Do not bother with the punishment, I will deal with it in a suitable time myself.

They do not need any specific skills. Just have them sign it, afterwards they will know what to do.

I am mediocre with cyphers, I never bothered quite honest. Regenreich methods of communications are secure enough to not need such things. Unless a message was meant for you, or you are EXTREMELY talented with magic (and even than you are more likely to set the letter on fire) you will not be able to read it. But considering I have nothing better to do I do not mind some mental exercise.

With Kind Regards, Don Pedro of Regenreich, SRM

Don Pedro held out the letter over the candle flame, and it burst into colourless, smokeless flame, appearing somewhere where his correspondent could find it. If his son managed to bring him Faustus it was not wise to rely on it anymore. Not exclusively anyway.

If you rename Don Pedro's son, and 9 of those recruits, to Intern, I would appretiate it. Have one learn metalcrafting, one mechanics, and one make low quality training spears. Rest can be idle for now.

Spoiler: To Dark Two (click to show/hide)

Lord Klan Master,

The gesture was not needed. The barrel has been returned to the Order.

If you really wish to make me happy send a barrel of Rectified Spirits to the Prime Minister. It will not solve all my problems, but it will be a start.

Spoiler: \* (click to show/hide)

Like Human Resources manager, but with more variety.

le: Re: The Hastening of Doomforests

Title: Re: The Hastening of Doomforests
Post by: Dark One on October 14, 2015, 08:15:15 am

# Journal of Dark Two

A letter from Don Pedro! I hope he liked the gift...

Quote from: exodius1 on October 13, 2015, 03:24:50 pm

Spoiler: To Dark Two (click to show/hide)

Lord Klan Master,

The gesture was not needed. The barrel has been returned to the Order.

If you really wish to make me happy send a barrel of Rectified Spirits to the Prime Minister. It will not solve all my problems, but it will be a start.

Nope.

I received a message from miners that the tunnels have been cleared and secured, and the key will be delivered to me later, so only I could open the passage to burnt chamber. I think that I'd need to visit Smunstu... maybe I'll bring him a barrel of Rectified Spirits as Don Pedro wished....

After I finished brewing, I decided to pay a visit to Prime Minister. I knocked to the door and heard Miss Taupe 3 saying "Come in." Then I dragged the barrel with me and said to Smunstu:

- Greetings my friend!
- Ah, Dark Two! Are you here for the journals? They're not ready yet, but I can assure you that you'll receive it by the end of the week.
- I'm here for advice, Prime Minister. You see, there's this dwarf called Don Pedro. Recently he sustained injuries from unfortunate minotaur accident. We, The Order of The Ale wanted to send him our "get well" wishes, along with a barrel of good, exotic ale, just as we do with every injured dwarf. He refused though, and told me to bring a barrel of *Rectified Spirits* to you.

I showed him the barrel and said:

- Here it is. I know it's a beverage obscure for dwarves, but traditional to goblins. And I heard some rumors that it was used in many rituals, as well as in mechanism cleaning.
- Thank you! I'd find some good uses for it.
- Back to the topic of Don Pedro... It's a strange relation for sure. He sent me some enchanted coin before, and later he wanted me to sign some suspicious contract with Regenreich. I refused to do so, though. And that barrel... So, here I am, asking you how can I improve my relations with Don Pedro?

Just before the Prime Minister could give Dark Two his advice, Miss Taupe called him. He came back after a while and said:

- I'm sorry Dark Two, but can we talk about this later? I have something important to do. Pay a visit sometimes, I'm sure that there are some matters to discuss!
- Thanks anyway, Prime Minister. I should be going now.

Just as Dark Two closed the doors behind him, Miss Taupe 3 asked Smunstu:

- Prime Minister, are you really sure that we can give him these journals? It seems that he draws attention of suspicious elements in this fortress. He may yet turn against us...
- Don't worry Miss Taupe, Dark Two is a moral and loyal dwarf. It seems that he seeks knowledge just for the sake of it. It rarely happens that apprentice turns against his master... just as it was with Dark One, who seeked my help back in the day...

\*\*\*\*\*

Dark Two reminded himself about his experiments with soap, and payed a visit to PsychoAngel. The dwarf was working furiously, bringing highest quality soap to Doomforests. Dark Two and PsychoAngel were kinda friends. The two understood each other, and often talked about their new discoveries in their working sectors, sharing some interesting stories too. This time Dark Two gave Le Grande Soaper a receipt for soap bars. Usually Klan-Master needed small quantities, but this time the receipt was for a huge amount of soap.

Later when he was in his room, he written a letter to Don Pedro.

Spoiler: Letter (click to show/hide)

To Don Pedro,

The barrel of **Rectified Spirits** was delivered to Prime Minister as you wished.

Klan-Master Dark Two The Order of The Ale

Title: Re: The Hastening of Doomforests

Post by: Drokles on October 14, 2015, 11:11:00 am

Quote from: Drazoth on October 10, 2015, 02:35:28 pm

I believe it went :

Flame (Finished)

Mate888

Exoduis1 Flame (New Request)

It would be best if someone else could go verify though. As for maintaining the OP, We Salmuek for that, as he has the login info for Drokles, unless there's a way for someone else to edit it. I sent him a PM a few days ago to remind him that DoomForests is still going, but he hasn't responded.

These days I'm finding some time to be active on the forums, so I'll just append these and if anyone has some other changes let me know by pm.

#### Title: Re: The Hastening of Doomforests Post by: exodius1 on October 14, 2015, 02:58:49 pm

Quote from: Drokles on October 14, 2015, 11:11:00 am

Quote from: Drazoth on October 10, 2015, 02:35:28 pm

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Flame (Finished)

Me Mate888

Exoduis1

Flame (New Request)

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These days I'm finding some time to be active on the forums, so I'll just append these and if anyone has some other changes let me know by pm.

Welp, we forgot to make a slab for our OP and he has returned^^ Welcome back! Are you happy with what we did to the place? ("We" being everyone else, I just joined up...)

Title: Re: The Hastening of Doomforests

Post by: Taupe on October 14, 2015, 03:45:53 pm

Somehow this is the 22nd turn. How are we actually alive at this point?

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on October 14, 2015, 05:46:19 pm

One word: Soap.

You've experienced it yourself.

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 14, 2015, 05:54:53 pm** 

Quote from: PsychoAngel on October 14, 2015, 05:46:19 pm

One word: Soap.

You've experienced it yourself.

I was going to say resilience and skill of people involved... but you are probably right^^

Post by: Hans Keip on October 14, 2015, 06:13:58 pm

Title: Re: The Hastening of Doomforests

Quote from: exodius1 on October 14, 2015, 05:54:53 pm

Quote from: PsychoAngel on October 14, 2015, 05:46:19 pm

One word: Soap.

You've experienced it yourself.

I was going to say resilience and skill of people involved... but you are probably right  $^{\sim}$ 

Having recently read the past 115 pages :o I can assure you that it's a combination of all three that's kept the fort alive(but mostly soap).

In any case I wish to be dorfed so I can help further the shenanigans although I won't ask for a turn for a while yet.

I'll hopefully arrive in the next wave of migrants and will play in as Drazoth's Mother's Butler whom she's sent to keep an eye on number

With any luck it'll have been sorted already as I spoke with my good friend Drazoth earlier today.

P.S. I'm the one who made that code! Mwuahahahaha!

Title: Re: The Hastening of Doomforests

Post by: **Drokles** on **October 15, 2015, 01:29:43 am** 

Quote from: exodius1 on October 14, 2015, 02:58:49 pm

Quote from: Drokles on October 14, 2015, 11:11:00 am

Quote from: Drazoth on October 10, 2015, 02:35:28 pm

I believe it went :

Flame (Finished)

Me Mate888

Exoduis1

Flame (New Request)

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These days I'm finding some time to be active on the forums, so I'll just append these and if anyone has some other changes let me know by pm.

Welp, we forgot to make a slab for our OP and he has returned^^ Welcome back! Are you happy with what we did to the place? ("We" being everyone else, I just joined up...)

That's one hell of a courtyard we have now ;)

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on October 15, 2015, 02:36:55 am

Me want another turn. Meow.

Title: Re: The Hastening of Doomforests

Post by: Taupe on October 15, 2015, 03:38:40 am

Spoiler (click to show/hide)







So I was catching up on 3ps in the middle of the night, when I stumbled upon this...

Title: Re: The Hastening of Doomforests
Post by: Drazoth on October 17, 2015, 12:55:43 pm

Sorry for the delay. Work and school got in my way. I have nothing to do today, so I'll finish off summer and post it later.

Edit: Summer is done. Will post after dinner.

Title: **Re: The Hastening of Doomforests**Post by: **Drazoth** on **October 17, 2015, 05:37:13 pm** 

Journal of Drazoth the Third:

2nd Hematite: Began working on Don Pedro's requests. I found a huge empty room just above NDF. I decide that all his things can go there. I set up some workshops to produce the things he needs, and the stockpiles to contain them. Since the space is so large, I put a few unrelated shops and stockpiles in as well. It will help reduce suspicion, and give us a place to put a bunch of crap that was laying around, yet not useless enough to dump (furniture and the like).

3rd Hematite: I have been informed that another goblin siege has arrived. The scout looked worried for some reason, like he expected me to do something about it. I just counted down from five, and when I finished, another scout came in to tell me that the goblins had left. The first scout looked rather confused, so I told him that this is what they've been doing as of late, and that it was nothing to worry about.

12th Hematite: I have been informed that a dwarf has begun a strange mood.

Dwaff fortress

| State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | State | Stat

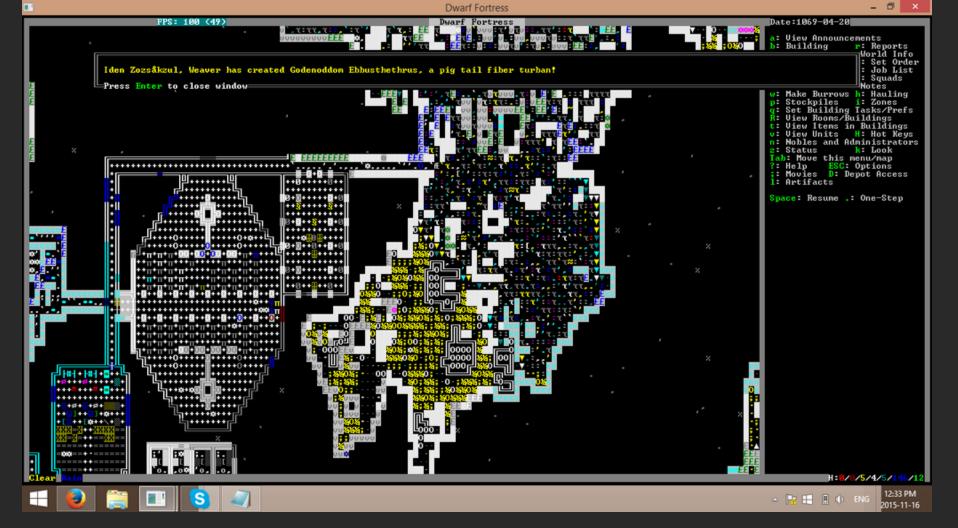
I tell the dwarf that brought the news to have someone keep an eye on him for me, as you never know what a moody dwarf might do.

14th Hematite: The human caravan has been spotted. I order trade goods brought to the depot, and give the order for our broker to trade with them as soon as possible. I won't make the mistake of having an inexperienced dwarf handle this.

15th Hematite: Our broker reports that the humans never stopped at the depot, and have left the fort. This is odd, as I don't think we've done anything to offend them. In other news, that moody dwarf has begun his work. I wonder what he will make.

17th Hematite: Pencil\_Art is re-elected as mayor.

20th Hematite: The moody dwarf has finished his work, a pigtail turban. Oh well, I guess it was too much to hope for something *useful*. Spoiler (click to show/hide)



Edit: Nothing much happened in this timeline for summer. Oh well.

OOC: That's it for summer, aside from a bunch of weapons and shields getting named. By the way Don Pedro, it looks like your, son, the suturer, is dead. He isn't listed under the "u" menu, and looking at him through Don's relationships menu tells me that his entire upper body is missing. You do have an older son, but he is either dead too, or you had him before coming to DoomForests and left him behind.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 17, 2015, 05:49:43 pm

Flame's actually a rogue spirit of inspiration, so maybe he hasn't left after all...

### Title: Re: The Hastening of Doomforests Post by: exodius1 on October 17, 2015, 11:24:41 pm

You would be right Drazoth, he is indeed dead... Why nobody told me?

Oh well, just pretend the cockoo got him...

Also, Don Pedro has, after Flames turn, few kills under his belt, all crundles.

Spoiler: In the Hospital (click to show/hide)

'Um. Mister Don Pedro?' Asked the nurse.

'Yes?'

'I am sorry to inform you your son is dead...'

'Oh. And how did he die?'

'Something removed top half of his body...'

'Oh my, that's a bit excessive... Oh well, thank you nurse.'

# Title: Re: The Hastening of Doomforests

Post by: Dark One on October 18, 2015, 05:22:58 am

# Journal of Dark Two

# **2nd Hematite**

\*At the office of Prime Minister\*

- Come in! said the voice after Dark Two knocked to the door.
- Ah! Klan-Master Dark Two! The journal is ready my friend. Miss Taupe would bring it to you later. Now let's talk about mayoral elections.
- I quess that Orders support would be required. Who would be our new mayor?
- Pencil\_Art has been loyal to our cause even before The Order of The Ale came to life. He'll need your support.
- Alright. I'll make sure that Pencil\_Art would be re-elected.
- Great! It's all for now. Please, don't forget about the journals when leaving the office. Good bye Klan-Master!

With that Dark Two takes the journals of Dark One from Miss Taupe 3, and then leaves the office. Later that day, Klan-Master with his knights entered the burnt chamer, took evidences and written report. For safety reasons all reports have been coded.

Spoiler: Field Report A7C1-897:01 (click to show/hide)

46E-4851-9666-8E5-645-4DA A7C1-897:01 0E01-4914-C3C 546-4A4-46E-E112-AD4 1944-E8E-4F2-7884-A7C1-3132-E64

4DA-1332-C3C 82A1-E8E-4F2-1ECC-A7C1-4851-E64 015-510-4A4-1242-2F4-4851-E16-3132-6D71 E8E-C3C-CCE1-1350-0732 2331-

5508-46E-3132. 4851-2C52-2B5-1C7A-8E5-1188-1584-2370-E16 645-4851-1350-C3C-4F2-A7C1-3132-AE9 756 015-3132-82A1-1134-C3C-AD4 1188-0E01-4F2-015-4914.

4851-546-1584-6D71-3132-E16-897-C3C-015 2331-9072-4A4-211E-9EA:

17D6-9072-510-E64-E16-CCE1-1C7A-015, 4A4-82A1-645-8E5-7290-A7C1-015.

1188-1242-9072-E64-C3C-6D71 1584-E16 3132-E64-5508-AE9-4851-E112-82A1-4851 A7C1-8E5-798-897-3132-46E: 01

Some of these evidences might be interesting to Drazoth the 3rd. I'll send him copies when they'll be ready.

#### 14th Hematite

Human caravan arrived... and moved away immediately.

#### 17th Hematite

Actions of the Order were succesful. Pencil\_Art have been re-elected mayor. Prime Minister would be thankful.

#### 20th Hematite

The fine creations of PsychoAngel have been delivered to the Order's headquarters. Now we can make our headquarters, my office and room magic-secure.

#### 25th Hematite

I've been training my magic detection skills extensively. I can feel that something big is coming from the caverns...

\*\*\*\*\*

I was right. It was a damned Forgotten One. Why do these still keep on coming here? Why don't they learn from mistakes of earlier forgotten ones? What fate met the supergoat after it slain all dwarves except The Mad Doctor? And what happens with every flyingsnail that comes? They all try to destroy Doomforests, but fail miserably in the end. \*\*\*\*\*

#### 24th Sandstone

Things got dangerous when minotaur appeared. Luckily he was beaten as guickly as he showed up.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 18, 2015, 08:29:55 am

That squad is the best thing I've ever done for this fort.

How are the recruit squads doing?

Title: Re: The Hastening of Doomforests Post by: Hans Keip on October 18, 2015, 06:08:59 pm

It was the 28th of Malachite according to the local calendar when he arrived at Doomforests. He appeared to be nothing more than a wayward butler caught up in the migrant caravan but that was far from the truth. He was here on orders from Mother that he was to oversee the actions of Drazoth III and ensure he was following Mother's plan to the letter. It took him nearly a month to settle in at which point he approached Drazoth III.

"Good day sir," he said as he approached the overseer.

"Hans? I thought I recognized one of the migrants. What are you doing here?" D3 asked.

"You Mother is concerned that you may not be following the plan or that you are omitting information in your letters," Hans replied, "She sent me to oversee your actions and make sure you are not betraying the family."

"She doesn't trust anyone does she?" D3 asked.

"She hardly trusts her own quill to write, sir" Hans remarked, "But with a plan like hers, paranoia is both inevitable and necessary."

"Of course," D3 agreed, "You are dismissed for the time being. Oh, and before you go, Doomforests has been living up to its legend. I would recommend you log critical information in a journal in case the worst should happen."

"I will make note of that sir. Good day."

And with that Hans returned to his duties.

A long while later as the sun was setting Hans retired to his room. He sat down at the folding desk he had brought with him and opened the top drawer.

"So he suggests I write a journal," Hans said to himself as he pulled out a thick, leather-bound tome, "What makes him think I don't?"

Opening the book to a point near the back he found the first blank page and began to write.

Spoiler (click to show/hide)

872-10-18: '28th Galena' It'll be difficult adjusting to this calendar. Doomforests is welcoming for now but how long until something goes terribly wrong? Drazoth III seems to be holding his own and following his mother's plan. The family still seems to be in the dark about me, as it should be. I will continue to work with them as it is a nice change of pace from the barons.

He then closed the book and went to put it back in his desk but changed his mind halfway there. Instead he carried it with him to his bed and stuffed it under his pillow. He may have written everything in a script unique to himself but he still wouldn't allow it out of his grasp.

Title: Re: The Hastening of Doomforests

Post by: Dark One on October 19, 2015, 09:58:45 am

Welcome to Doomforests Hans!

Spoiler (click to show/hide)

And remember...



\*156 1245 135 125 15/1356/15 15/156 1356/15 15 15/1356 15/156 125 156/15/156/15 15/156/135 15/156 135 1356 15 156/135 156/125 156/15/1356 156/135 15/156/15 15/156 1356/135 2346 156 1245 156/15/156/15 2346 156/15 125 15/1356/15 135 15/156/15 15/156 156/15/156/15 156/15/1356\*

Title: Re: The Hastening of Doomforests Post by: **De** on **October 21, 2015, 08:25:01 pm** 

Haha, I suppose actual code was the only thing the thread was missing.

Title: Re: The Hastening of Doomforests Post by: Drazoth on October 24, 2015, 02:43:01 pm

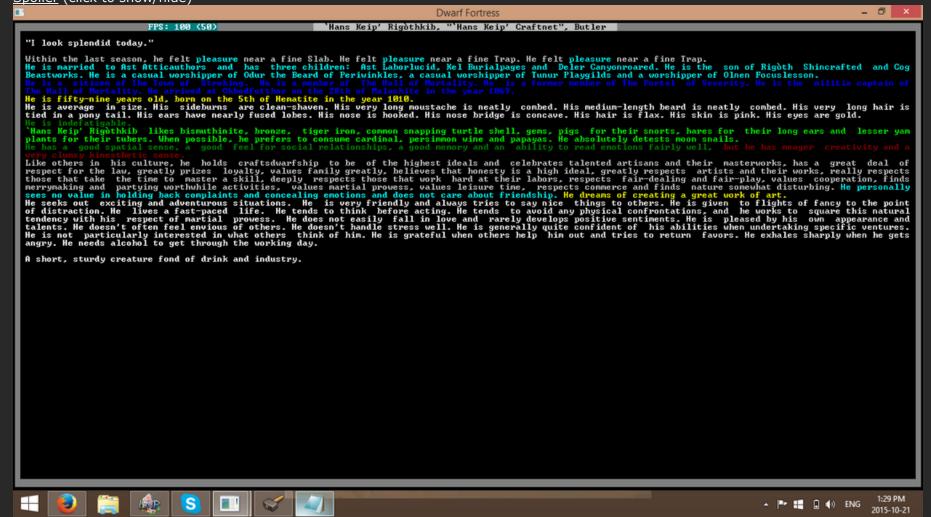
Sorry this has taken so long, but fall is done. I will post it tonight after work.

Title: Re: The Hastening of Doomforests Post by: Drazoth on October 27, 2015, 01:12:01 pm

OOC: Sorry for the delay. Life got in my way, though I have beaten it into submission for now....

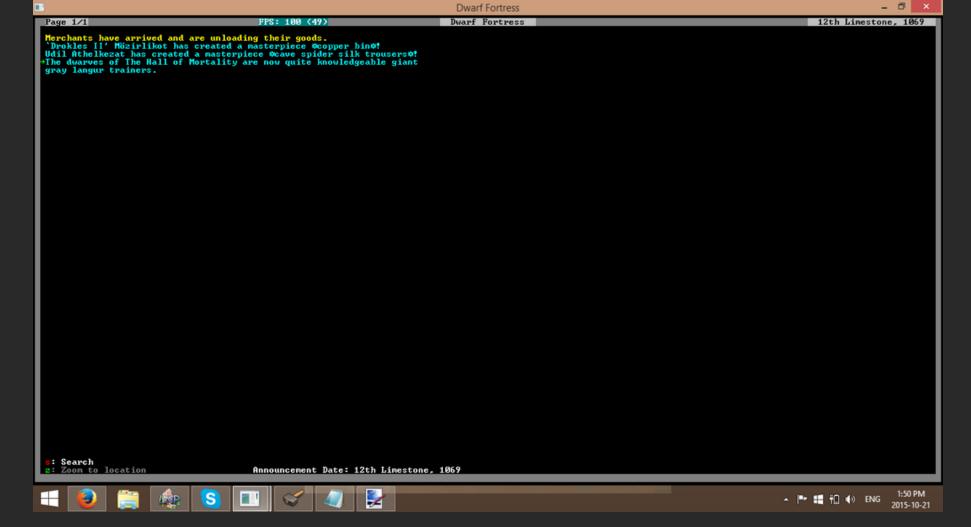
1st Limestone: Hans presented himself to me last night. Now that he is here, this frees up Kronk for that idea I had.

Spoiler (click to show/hide)



12th Limestone: One of the animal trainers approached me to tell me that our efforts with training the giant grey langurs has been enough to benefit our civilization as a whole. I told him that was great, then he wandered off, telling everyone he saw. strange fellow

Spoiler (click to show/hide)



14th Limestone: The liaison from the mountain homes has arrived, bringing this year's trade caravan with him.

17th Limestone: PencilArt just left to meet the liaison. I told him to request coke, charcoal, steel and a few other things. He'll send me a copy of the liaison's requests when he is done.

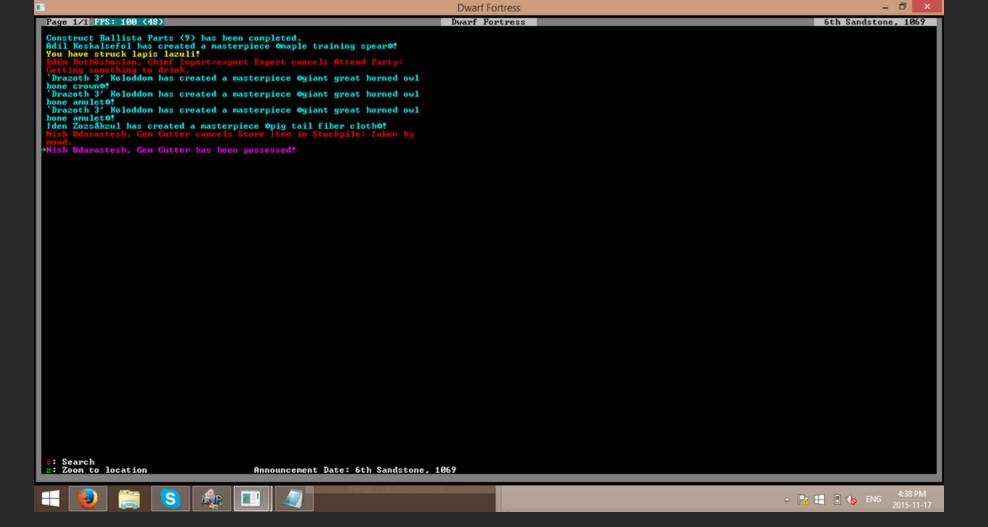
18th Limestone: We were made a duchy again. I also received my copy of the liaison's requests, copied below. The trading is also comlete now. I believe that my bribes have been sufficient to lure our, "special guest" here. Once this guest arrives, I will be able to move onto phase 2 of may plan.

Spoiler (click to show/hide)



20th Limestone: The amulet I've been working on is complete. A masterwork, made of the bones of a Forgotten One. It shall be most useful to me.

6th Sandstone: Nish, one of the gem cutters, has been possessed. I don't detect any magic similar to Don Pedro's so it probably isn't RegenReich's doing. At any rate, I've instructed Hans to keep an eye on Nish for me, just in case. Spoiler (click to show/hide)



8th Sandstone: Nish has claimed a jeweler's workshop.

15th Sandstone: Nish has completed the spirit's biding. It has used him to create a crown made of gems. I thought at first that it might be one of my brothers' doing, but then I realized that if it were, they they would have at least taken the time to pay me a visit.

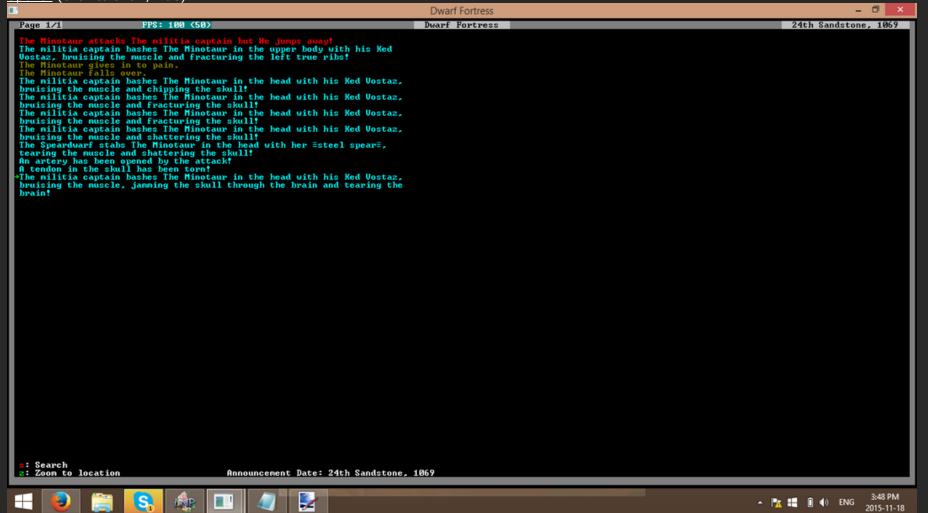
Spoiler (click to show/hide)



21st Sandstone: The season's migrant wave has arrived.

24th Sandstone: I scout came running in, telling me that a minotaur has arrived. I gave the order for all squads to activate, and kill the beast. Turn out it was largely unneeded. The creature went down with pitiful ease.

Spoiler (click to show/hide)



OOC: Sorry for the long wait for not much, but not a lot happened this season, and the last few days were chaos. I will write some RP later today, and then finish up playing winter.

#### Title: Re: The Hastening of Doomforests Post by: Drazoth on October 29, 2015, 08:38:48 pm

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"Sit down Kronk. I have a special assignment for you."

"What might that be sir?"

"It's quite simple. You are to be Don Pedro's final intern." 3 held up a finger to silence the objections he knew where coming. "Don't think I haven't prepared some precautions for this. Before you sign his contract, I want you to sign two for me. The first is a simple nondisclosure agreement. The second one is special, and is the masterstroke of this plan."

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"That's part of the point. Just sign it, you won't be harmed by doing so. Once you are done with that, sign Don Pedro's contract, and take the second one you were given to him. Tell him my next challenge for him is to decode it. I strongly doubt he'll succeed. Serve him as best you can, don't bother trying to relay information to me. He'll suspect it and move to block you or keep you from anything important. If we can give him reason to believe that you are truly loyal to him, you'll better be able to sabotage him at the perfect moment."

"Very well then." Kronk dutifully signed the second contract, then Don Pedro's. Once he was done, he took the second contract and left.

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"What is it sir?"

"Take this letter to the MechaTechno. Make certain that TechnoXan receives it. Once you've delivered it, return to me at once."

"Of course sir." Hans took the letter and departed.

"Now, back to work." 3 turned his attention to the amulet before him, and Dark One's gift beside it.

OOC: I've played through the first month of winter. It should go up on Saturday if all goes well. Happy Halloween!

Letter to TechnoXan:

Spoiler (click to show/hide)

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Spoiler (click to show/hide)

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# Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **October 29, 2015, 09:44:46 pm** 

Quote from: Drazoth on October 29, 2015, 08:38:48 pm

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Spoiler (click to show/hide)

<u>Spoiler</u> (click to snow/inde)
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I will give it a go over the weekend, but problem with codes is that you need a reference to decipher them, like a previously decoded sentence or phrase, if memory serves correctly. Otherwise I will be running in circles. Which is the point, so have at it I suppose ^^.

Spoiler: to D3 (click to show/hide)

Dear Friend,

We have a major problem, I am sending this through Faustus ONLY because you gave no indication as to you receiving my previous letter.

It is an open secret at this point that my "son" is dead, torn in half. He was dead for quite a while in fact. I do not know if he was alive since I came here. That is a problem, because I sent him on errands.

He felt quite alive when I interacted with him.

That magic is not of my doing.

Furthermore he... it... signed the Pakt.

The Pakt allows me to track anyone who signs it. It is binding for more than a lifetime. The guidelines are strict and the rules even stricter. But I cannot track that entity. It is nowhere. And I mean nowhere. Nor here, nor at the Reich, nor between dimentions, **NOWHERE!** 

I will not lie, this terrifies me. I did not know if I even could feel fear before. It would be rather intriguing if not the FACT I HAVE NO IDEA WHAT TO DO!

Watch yourself.

Spoiler: Meeting with Kronk (click to show/hide)

'I do not recall summoning any of you' Don Pedro said. The Pakt was an odd beast, it tied more than soul to the Reich.

'I have a message from D3, he says this is next part of your game.' Kronk answered. leave it on the desk said something in his head. leave it on the desk, than leave.[ooc]not sure where to go here. The Pakt is supposed to give a strong urge to the signer, and if that urge is not followed massive amounts of guilt and longing would overcome them until they followed the order. But since I do not know what Kronk signed I do not know how it would affect things...[/ooc]

Edit: Added ood

# Title: Re: The Hastening of Doomforests Post by: Sacasco on October 30, 2015, 04:30:35 pm

As a long-time lurker, both on this thread and elsewhere on the forums, I wish to first of all congratulate all the previous overseers on the wonderful mess they've made of this place and request my addition to the turn list. No, I don't think Doomforests is a baptism in Armok's blood for an introduction into succession forts. I'm getting about 8FPS with the uploads from a couple of turns ago, which I feel is just about manageable. Possibly with some work I can improve it somewhat, but I don't hold out much hope.

I'm itching to solve that code of yours, Dark One, but I feel I should wait for a larger total sample. Could you oblige me? Though if it's as complex as you say, I don't think I could, no matter how much you gave me.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on October 30, 2015, 04:35:09 pm

Believe it or not, FPS has actually gotten better since a couple turns ago. Try my save.

Title: Re: The Hastening of Doomforests

Post by: Dark One on October 30, 2015, 05:42:30 pm

Quote from: Sacasco on October 30, 2015, 04:30:35 pm

I'm itching to solve that code of yours, Dark One, but I feel I should wait for a larger total sample. Could you oblige me? Though if it's as complex as you say, I don't think I could, no matter how much you gave me.

Which code?

The one with ciphers like 15/1356/15 is not of my creation. It belongs to Hans.

The one with 46E-4851-9666-8E5-645-4DA is of my creation.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on October 30, 2015, 05:54:01 pm

Quote from: TheFlame52 on October 30, 2015, 04:35:09 pm

Believe it or not, FPS has actually gotten better since a couple turns ago. Try my save.

That it has. I'm getting anywhere between 18-22 depending on what people are doing.

Title: Re: The Hastening of Doomforests Post by: Gwolfski on October 30, 2015, 05:56:49 pm

put me on turn list pls

Title: Re: The Hastening of Doomforests

Post by: Dark One on November 02, 2015, 02:03:08 pm

#### **Journal of Dark Two**

Dark Two took a potion just in case of cave adaptation. It wasn't that big of a trouble in summer, as treetops and thick vegetation in Forests of Doom protected dwarves from it's effects. But it was winter now, and nothing protected Klan-Master from sunlight. Luckily it was weaker than in summer, resulting only in feeling somewhat uneasy. Snow drifts left by last blizzard felt like hills for Dark Two. It was quiet, whole local fauna disappeared somewhere. This unusual silence made Forests of Doom seem even more ominous, as if something was just about to catch Klan-Master in it's claws and tear him to pieces... but his magic detection proved that he can safely wander this frozen wastes. It was late winter already, Klan-Master was looking for mysterious herbs described in Dark One's journals. The necromancer written that these herbs appear for a short while in late winter, and then disappear when the spring comes.

- It seems that I'm too late, or that Dark One was wrong. I need to go back into the fortress.

Klan-Master went back to the fortress and entered his room. Then he took journals of Dark One and placed some notes. This was rather busy winter for him - training and working for order. But research on necromancers journals took the most of his time, especially various alchemical recipes. Some of them were quite useful, but there were many dangerous concoctions. If someone spilled even a few small drops to local water reservoirs, this would end with a tragedy. Secrets of Dark One should be kept hidden from everyone, and Klan-Master was well aware of this.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 03, 2015, 08:52:56 pm

OOC: My turn is done! Winter was extremely boring, so it took me a while to figure out what to flesh out this post with.

Journal of D3:

15th Moonstone: Progress on Don Pedro's requests is coming along. I have been wondering what to do about his "son", but since this thing can't be sensed, all I've been able to do is inform the fort that there is something or someone in this fort that is not supposed to be here, and that I wasn't referring to our excellent prime minister. All suspicious activity is to be reported to either Hans, a member of the Order, or any member of the militia. Hopefully someone will notice something of use.

1st Opal: I have been notified that some animals have gone missing. I've ordered a few people to look into it. Perhaps our intruder has been getting hungry, and has decided to target the livestock. It's not like we actually need them, but it's the principle of the thing.

9th Opal: Rakust, a stonecutter, has been possessed. We have entirely to many spirits in this place for my liking. As with Nish, I'm having Hans Tail him just to be safe.

Spoiler (click to show/hide)



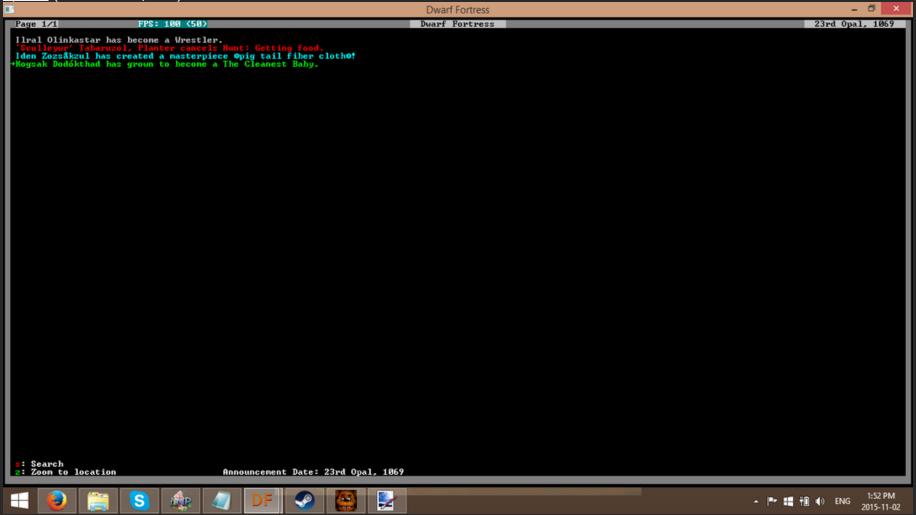
10th Opal: That guy who got possessed yesterday has claimed a craftdwarf's shop. I wonder if this time we'll get a useful artifact.

17th Opal: Rakust has begun his work.

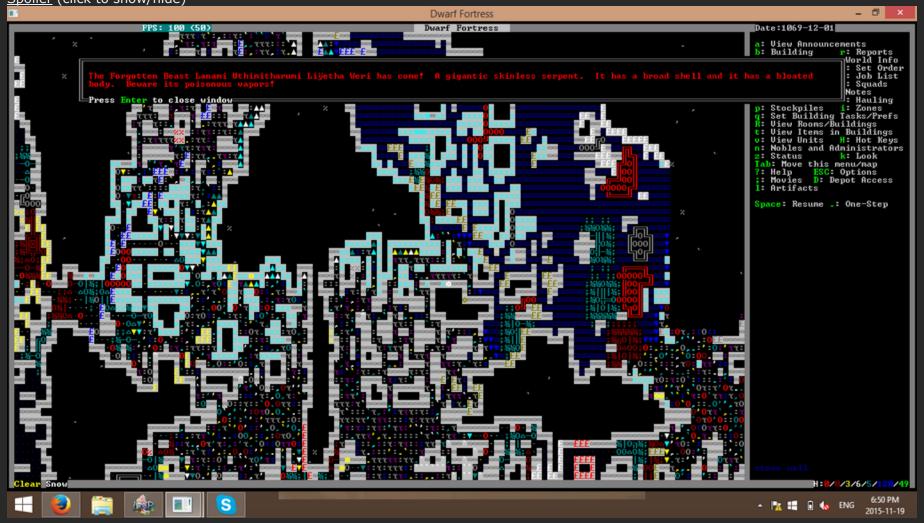
23rd Opal: I have been informed that PsyhoAngel's child, Kogsak, has grown to become a "The cleanest baby". When I said that Kogsak

already possessed this title, all i got was a shrug. Hate it when people waste my time with nonsense. Rakust has also finished his work, a stone drum. For fuck's sake, can't we get something even marginally useful? I mean at least the last 2 had *some* use as clothing. How the hell are you supposed to play a stone drum? After some thought, I have realized that this drum may have magical properties. Prehaps it might be useful after all.....

Spoiler (click to show/hide)

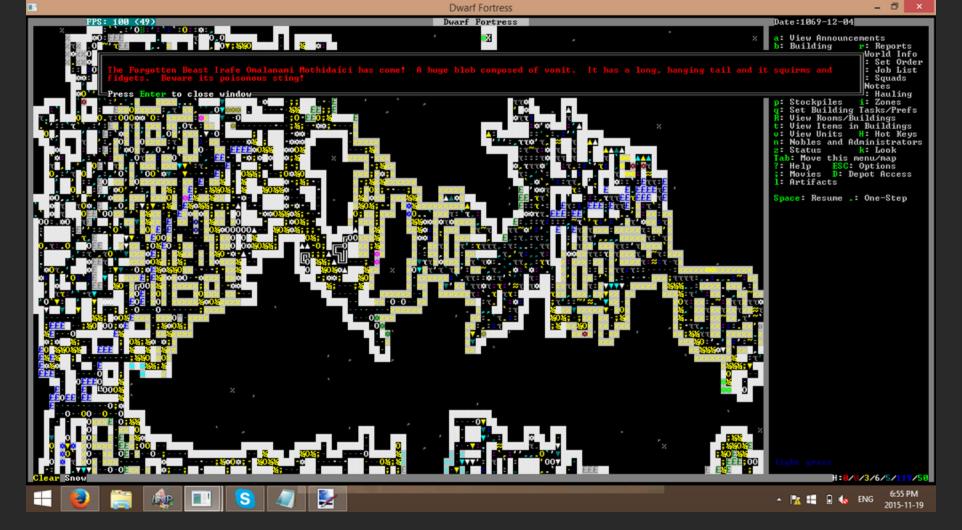


1st Obsidian: A new forgotten one has arrived. I wonder if we could capture them, maybe start some kind of zoo? <a href="Spoiler">Spoiler</a> (click to show/hide)

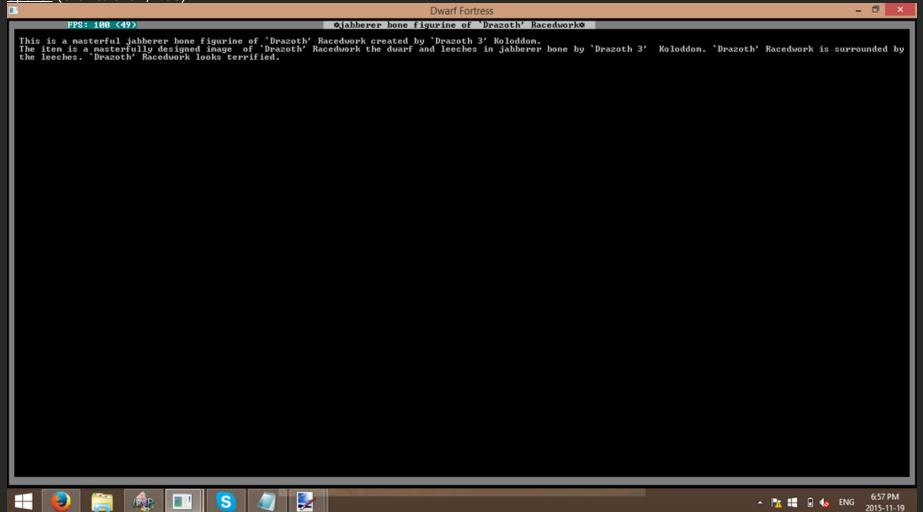


4th Obsidian: Another forgotten one has come. That zoo idea is really staring to become attractive. Sadly I don't think I have enough time left in my reign to make it reality. Oh well, maybe the next Overseer can be convinced.

Spoiler (click to show/hide)



15th Obsidian: I was bored today, so I made a little something to occupy the time. Spoiler (click to show/hide)



Those were the good old days. I never like that pompous bastard anyway.

31st Obsidian: Nothing new to report. Aside from more animal disappearances. We didn't get a migrant wave this season, probably due to bad weather. At any rate, it's time to pass the rutile hat on. Hans has brought me the list, and it seems Mate the 888th is next in line. This will be very interesting. I'll send a letter to him soon. Before I pass the hat on though, I think it's time I finally met Don Pedro face to face.

To Don Pedro:

Spoiler (click to show/hide)

Dear Don Pedro:

It seems my time as overseer has come to it's end. Before I pass the hat on though, I want to meet with to discuss some matters, including your "son".

Regards, Drazoth III

OOC: Yeah, winter was very dull. Anyway, the save is here:

http://dffd.bay12games.com/file.php?id=11257 (http://dffd.bay12games.com/file.php?id=11257)

Title: Re: The Hastening of Doomforests
Post by: exodius1 on November 03, 2015, 10:11:21 pm

Oh, do not worry, I will make things interesting again... If allowed some... leviances. I am afraid my laptop is still shit thus I would have to employ some... thaumaturgy... to make this sht take less than eternity...

I pose to you a question... If proposed a way to go toe to toe with the Forgotten Ones, would you follow it? I can show you the first steps. I can set up an operation that will bring us into a golden age (that is until somebody decides that it is time for a sequel). All I need are your signatures...

Spoiler: Emergency deal (click to show/hide)

I hereby agree to an emergency use of Fastdwarf Emergency Feature until the Plan is finished.

If not I will have to drop out the turn list until such a time we restart. I can RP both possibilities.

Title: Re: The Hastening of Doomforests

Post by: Dark One on November 04, 2015, 12:39:20 pm

#### **Journal of Dark Two**

The winter was finally over, and Drazoth's rule over Doomforests ended. Dark Two had to go to the bloodthorn signup cabin and see who is next on the list for that rutile Overseer hat. It was Mate's the 888th time. Klan-Master went to his office, then called knights who formed the High Council. After a short discussion, they have written:

<u>Spoiler: The Yearly Agreement</u> (click to show/hide) To Mate the 888th,

We, The Order of The Ale would like to remind You, that You're next in turn for The Voluntary Overseer Signup. During that time, it is Our duty to follow Your orders, as long as they are focused on well-being of the fortress, and won't cause any harm to it's community and The Order itself. This agreement comes to life when the letter is delivered to You, and only if the rutile hat is in your possession.

Klan-Master Dark Two, High Council of The Order of The Ale.

The Orders seal showing a tankard of ale was placed, and the letter was sent.

#### \*\*\*\*\*\*\*

Dark Two studied journals of Dark One for a long time. Interesting to note was that they were written by two dwarves. The first dwarf have been a vampire-loving metalsmith, and second was an architect-necromancer. The metalsmith had many disturbing nightmares, while the architect have never written about any of his dreams. Metalsmith remained calm most of the time, while architect was easily angered. Asking the Prime Minister, he got information that there was a moment when Dark One have disappeared for months, but Klan-Master never found anything about that in necromancers journals. These two were connected not only by their name, but they also shared their minds!

First entries described life in Doomforests. Dark One missed his wife Geshud, and was ready to serve Osp Shockedroomed, a vampire lord, just so he could bring her back to life. Years spent within vampires and brainwash made him unable to see Osp's lies. Journals revealed that the metalsmith was responsible for vampire cults in Doomforests. However, there was a time when he wanted to be archbishop for dwarven gods. This have ended when necromancers interrupted him.

Many times in the journals necromancers of SanctumCoals were mentioned. Perhaps the first Dark One - metalsmith was captured by them and his mind was somehow transferred to another host. This would explain some entries in the journals - after being captured, the dwarf was a subject to all the horrors that SanctumCoals put inside their tower. Dark One written it as just nightmares, put in between of information gathered by scouts in Doomforests.

Reading further Dark Two learned some more about actions of Dark One the architect. He was a leading a group of scouts called Dark Disciples. It's obious that he was still under heavy influence of necromancers, who brainwashed him prior to his journey back to the fortress. It was also the time when Drazoth the 3rd appeared. Entries about him and conversations with him clearly showed his puppet mastery skills, even if Dark One was not aware of that. Klan-Master realised that he can't trust him, but he might still need his help a few times.

Rest of the entries described war with Inquisition and another sect called MechaTechno. Journals end with description of a place deeo in the caverns. This is where Dark Two should look for more information.

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **November 04, 2015, 01:12:57 pm** 

Ok, the game save is crashing on load... Will try fiddling with eh graphics, but otherwise have to ask, any changes to the raws? If not, no idea what to do, and have to drop out-.- sorry

Edit: Nope, did not work... it crashes on "Loading Tracking Data" or something like that...

Title: Re: The Hastening of Doomforests

Post by: Dark One on November 05, 2015, 10:58:34 am

What version of DF do you have? Do you have any mods installed? You mentioned that there were problems with your laptop, perhaps this might be it?

I'll download the save and check if it works for me, if no then I'll look into raws. I'll edit this post to report.

\*\*\*\*\*\*\* EDIT \*\*\*\*\*\*

Getting a crash on Loading world information.

Errorlog shows:

\*\*\* Error(s) finalizing the entity MOUNTAIN Unrecognized entity tool token: ITEM\_TOOL\_STEPLADDER

Haven't seen anything wrong with raws for them.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 05, 2015, 12:07:10 pm

Well... maybe a problem with file compression? Could Drazoth re-uploading new copy of the save help?

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on November 05, 2015, 02:50:17 pm

Honestly, file corruption is about all that could kill this fort at this point. The game has tried literally everything else.

Title: Re: The Hastening of Doomforests
Post by: De on November 05, 2015, 05:02:37 pm

I've heard that there's a problem with the in-game save feature that makes regions unplayable after 20 saves or so and that the only way around it is with dfhack 'quicksave' and 'die' feature. I'm not speaking from personal experience, this is just rumor I've heard.

#### Title: Re: The Hastening of Doomforests

Post by: Taupe on November 05, 2015, 07:07:53 pm

Quote from: De on November 05, 2015, 05:02:37 pm

I've heard that there's a problem with the in-game save feature that makes regions unplayable after 20 saves or so and that the only way around it is with dfhack 'quicksave' and 'die' feature. I'm not speaking from personal experience, this is just rumor I've heard.

This is turn like nineteen. Assuming this was true, we'd have a dead save way sooner. Ive savwd more rhan twenty times with my two turns combined.

#### Title: Re: The Hastening of Doomforests

Post by: Salmeuk on November 05, 2015, 07:10:16 pm

Hey, uh, I'm back! I have some free time too, but perhaps there's someone keeping track of the turns? It'll take me a bit to screen through the posts.

---

Did anyone start a doomforests 2? Perhaps, with the new version looming, the time is right.

#### Title: Re: The Hastening of Doomforests

Post by: Taupe on November 05, 2015, 07:13:23 pm

Somehow, the first one hasnt died yet. Worse, we've survived longer thantl the average community fort.

# Title: Re: The Hastening of Doomforests

Post by: Salmeuk on November 05, 2015, 07:29:45 pm

Quote from: Taupe on November 05, 2015, 07:13:23 pm

Somehow, the first one hasnt died yet. Worse, we've survived longer thantl the average community fort.

Well, I like fortresses with some history. As long as they run well. . .

I take full responsibility for the questionable hallways surrounding the first cavern, but they are easily blocked. I constructed them with the intention of a second fortress, removed from the strange mess aboveground, but wasn't finished at the end of my turn. We ended up using both fortresses anyways, but my plan was at fault. However, I think it's easily shuttered and you might try evacuating and walling in the partition.

I just read about that electrum hammer made during Iamblichos' turn some months ago. Is that thing still around? That sounds like story material.

### Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 05, 2015, 07:51:53 pm

Re uploaded the save. Someone else should also try it, just in case exoduis1's computer is just being weird

# Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on November 05, 2015, 08:14:57 pm

Semi-related thought, who the *fuck* dug that random maze of corridors that opens out into the caverns at one point? If I wanted to end the fortress, all I would have to do is deconstruct that one wall and nobody would notice until an FB got in and murdered us all.

### Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 05, 2015, 08:50:37 pm

Quote from: TheFlame52 on November 05, 2015, 08:14:57 pm

Semi-related thought, who the fuck dug that random maze of corridors that opens out into the caverns at one point? If I wanted to end the fortress, all I would have to do is deconstruct that one wall and nobody would notice until an FB got in and murdered us all.

Which one?

### Title: Re: The Hastening of Doomforests

Post by: Taupe on November 05, 2015, 09:05:53 pm

Quote from: Drazoth on November 05, 2015, 08:50:37 pm

Quote from: TheFlame52 on November 05, 2015, 08:14:57 pm

Semi-related thought, who the fuck dug that random maze of corridors that opens out into the caverns at one point? If I wanted to end the fortress, all I would have to do is deconstruct that one wall and nobody would notice until an FB got in and murdered us all.

Which one?

Doomforests in a nutshell.

# Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on November 05, 2015, 09:06:59 pm

It's hard to see unless you look, but it's definitely meant to be some kind of maze. It's near that enormous empty room that we mined out for marble. I think it's in some microcline?

# Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 05, 2015, 10:16:44 pm

Will redownload once back at home.

And we had a captured minotaur at one point and someone was making a maze to drop prisoners for it to eat, if memory serves, a long while ago...

Title: Re: The Hastening of Doomforests
Post by: De on November 05, 2015, 10:30:09 pm

Quote from: Taupe on November 05, 2015, 07:07:53 pm

Quote from: De on November 05, 2015, 05:02:37 pm

I've heard that there's a problem with the in-game save feature that makes regions unplayable after 20 saves or so and that the only way around it is with dfhack 'quicksave' and 'die' feature. I'm not speaking from personal experience, this is just rumor I've heard.

This is turn like nineteen. Assuming this was true, we'd have a dead save way sooner. Ive savwd more rhan twenty times with my two turns combined.

Good point. Though it does sound like the problem is with saving and loading. I have games crash during saves too. I actually can't play Large worlds on my computer because they crash when I try to quit out of the game. I hope this works out. Doomforests has so much history. If it's the save then the whole region's probably gone so you can't even retire the fortress and start a second one in the same world rule by lizard Illuminati.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 06, 2015, 03:19:45 pm** 

Quote from: De on November 05, 2015, 10:30:09 pm

Quote from: Taupe on November 05, 2015, 07:07:53 pm

Quote from: De on November 05, 2015, 05:02:37 pm

I've heard that there's a problem with the in-game save feature that makes regions unplayable after 20 saves or so and that the only way around it is with dfhack 'quicksave' and 'die' feature. I'm not speaking from personal experience, this is just rumor I've heard.

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My copy has the same problem. It seems we'll need to revert the save to an earlier turn. In this case, I don't want to replay my turn. With school and work it would take me too long.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on November 07, 2015, 11:19:30 pm

Letter to Drazoth

Hmm why do you ask? No matter old friend, I do have some parts of his body, but we are have gone missing, either sold on the Crundle market, or even stolen for other nefarious means. I have my eye on a Crundle gang known as The Seeing Eye for the ladder. I hope this helps old friend.

Sincerely, Master Mecha Engineer TechnoXan II

OOC: sorry for the long wait on my end guys! Hopefully I will be more avalible for RP now. :P

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 09, 2015, 12:18:53 pm

Makes one wonder if there is a point to going to an earlier save... Maybe we just should start over?

Put down those torches and pitchforks, I will show myself out.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 09, 2015, 12:36:39 pm

Quote from: exodius1 on November 09, 2015, 12:18:53 pm

Makes one wonder if there is a point to going to an earlier save... Maybe... Maybe we just should start over?

Put down those torches and pitchforks, I will show myself out.

Since it was taking so long I've begun replaying my turn. I will post when i have finished. Since i don't have rp to write, I expect to be done spring and summer by the the end of today.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 11, 2015, 10:59:02 am** 

Okay guys, we have a big problem. I've tried multiple times to replay my turn, but the save keeps corrupting. All I know is that stepladders and mountains are part of the problem.

If any body has any suggestion speak up, cause I'm out of ideas.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on November 11, 2015, 02:57:53 pm

Autodump destroy all the stepladders?

Title: Re: The Hastening of Doomforests

Post by: Dark One on November 11, 2015, 03:56:52 pm

It won't work. The game is crashing when it's loading the save. The errorlog shows that game can't recognise stepladder token used for Mountain (dwarven) civ in entity\_default.

Title: Re: The Hastening of Doomforests

Post by: **De** on **November 11, 2015, 04:30:24 pm** 

Maybe you guys should go back to a save that works and retire the fortress and start a new one in the same world?

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on November 11, 2015, 04:35:25 pm

maybe you should go back to a save that works and finish of the maze?

Title: Re: The Hastening of Doomforests Post by: Drazoth on November 11, 2015, 07:05:06 pm

Even reverting, it still corrupts. That's what I've been trying, minus the maze.

Title: Re: The Hastening of Doomforests

Post by: Taupe on November 12, 2015, 12:25:56 am

Quote from: De on November 11, 2015, 04:30:24 pm

Maybe you guys should go back to a save that works and retire the fortress and start a new one in the same world?

Ladies and gentlemen, the game is sending us a message. Nothing can stop Doomforests, and we should leave it be quietly. Necromancers, demons, mages and deities have tried to use it in their plan, and the fortress has survived all of their schemes. Let the dwarves of the Hall of mortality enjoy their daily lives, supervised by goblins, inquisitors, brewers and mechanics.

It is time.

No longer will the dwarves be idle pawns in the games being played. No longer will they stay passive and watch. It is time to strike back, and show the world just how badass we are. It is time.

Let us march on Datetattooed.

Title: Re: The Hastening of Doomforests Post by: De on November 12, 2015, 12:34:21 am

Quote from: Taupe on November 12, 2015, 12:25:56 am

Quote from: De on November 11, 2015, 04:30:24 pm

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Let us march on Datetattooed

And how long, dear Minister, have you had that speech prepared?

Post by: Taupe on November 12, 2015, 02:10:35 am

Title: Re: The Hastening of Doomforests

Quote from: De on November 12, 2015, 12:34:21 am

Quote from: Taupe on November 12, 2015, 12:25:56 am

Quote from: De on November 11, 2015, 04:30:24 pm

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Ladies and gentlemen, the game is sending us a message. Nothing can stop Doomforests, and we should leave it be quietly. Necromancers, demons, mages and deities have tried to use it in their plan, and the fortress has survived all of their schemes. Let the dwarves of the Hall of mortality enjoy their daily lives, supervised by goblins, inquisitors, brewers and mechanics.

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Let us march on Datetattooed.

And how long, dear Minister, have you had that speech prepared?

I made it up on the go while eating cereals.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on November 12, 2015, 10:16:55 am

As I said a while back, I suspect that save corruption is all that COULD kill Doomforests at this point. It's only about 1 XP away from taking on its own sentience and playing US. Let's leave before that happens.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 12, 2015, 12:49:09 pm

The machine spirit hates me, as I did not even get a chance here... Well, who is starting up the second part? Or are we waiting for an update?

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 12, 2015, 01:12:33 pm

I have one last idea for how to save this. I shall be eech the **Highest priest of Great Armok**, **The Toady One**.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 12, 2015, 01:13:54 pm

Quote from: Drazoth on November 12, 2015, 01:12:33 pm

I have one last idea for how to save this. I shall beseech the Highest priest of Great Armok, The Toady One.

You FOOL! DO you not know what powers you invoke?

Go for it^^

Title: Re: The Hastening of Doomforests

Post by: De on November 12, 2015, 01:25:58 pm

Seriously, if you guys start another fortress in the same region (near Datetattooed) it should totally have its own Drazoth. Though I forget what number we were on. Also, I want in.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 12, 2015, 01:59:41 pm

That's the problem. If we can't fix the save, we can't use the region. And we are still on the third Drazoth for now.

Title: Re: The Hastening of Doomforests

Post by: **De** on **November 12, 2015, 06:24:41 pm** 

Quote from: Drazoth on November 12, 2015, 01:59:41 pm

That's the problem. If we can't fix the save, we can't use the region. And we are still on the third Drazoth for now.

None of the earlier saves are useable?

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 12, 2015, 06:56:52 pm** 

yes, but i have the feeling that they will corrupt as well. Let's wait it out and see if **The Toady One** will lend us his assistance.

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **November 12, 2015, 08:46:15 pm** 

Quote from: Drazoth on November 12, 2015, 06:56:52 pm

yes, but i have the feeling that they will corrupt as well.

Bastiongate was hit with save corruption on load. I restored a backup and it plays fine.

At what part of the save loading does it crash?

...Did those great horned owls hatch a short time before you saved last?

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 12, 2015, 09:04:10 pm

no clue about the owls. It rashes on loading tracking data. I've tried restoring a back up, but it corrupted on the first save afterword.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on November 12, 2015, 09:07:58 pm

Have you been using the internal save function, or DFHack's quicksave? If you've been using the internal save, be aware that it's bugged and will eventually corrupt the save file. (and/or already has corrupted the save file)

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on November 13, 2015, 04:18:24 pm

Quote from: Drazoth on November 12, 2015, 09:04:10 pm

no clue about the owls. It crashes on loading tracking data.

AHA! It's the same bug that hit Bastiongate and someone else's save! Birds hatching can sometimes cause saves to crash when loading tracking data!

Try restoring that backup, but this time autodump destroy all the fort's eggs.

Title: Re: The Hastening of Doomforests

Post by: Sanctume on November 14, 2015, 12:17:38 am

Greetings denizens of Doomforest, it is I Sanctume who damn spent almost 2 weeks catching up reading this amazing piece of work (mostly reading from work, ha).

I hope the save gets to working. I'm definitely interested in being dorfed and play a turn.

If not, then perhaps to Datetatooed?

Title: Re: The Hastening of Doomforests

Post by: **Kevral** on **November 14, 2015, 03:26:39 pm** 

I can try having a poke at the save, but I'd only be looking at it with a programmer's eye, and not experienced at dealing with DF save corruption.

Still interested in raking a turn wherever the fort ends up though!

Title: Re: The Hastening of Doomforests

Post by: **Max**<sup>™</sup> on **November 14, 2015, 11:37:10 pm** 

Hmmm, grabbed the save from page 35 I think.

Deconstructed all the nest boxes, destroyed all the eggs, those owls by the barracks are locked behind a forbidden door with two nest boxes in a 2x1 room with two adult animals in it, I can't imagine having a bunch of baby owls hatch into that room would be a good thing.

Not seriously doing anything besides basic maintenance if something pops up (gave the elves a wooden cage then seized their animals/fruit and told them to suck it) but just letting it run to see how it does with that change.

Oh, I don't know what it might have been but there is no harm in removing the brackets from the [TOOL:ITEM\_TOOL\_STEPLADDER] under the dorf entity token, you can already make them so at most it would just keep new civs from making them... and there will be no new civs, soooo.



A goblin and a couple trolls stopped by to drop off a boxed lunch for Smunstu, don't know why, goblins don't eat.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on November 15, 2015, 08:39:37 am

It lives!

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on November 15, 2015, 08:57:48 am

So it works? :0

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on November 15, 2015, 09:14:49 am

If 2/3rds of it is retconned, suuuure it works...

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 15, 2015, 09:36:26 am** 

Sorry for not replying sooner, i've been busy at work these last few days. Now that we know the cause, I should be able to replay my turn and keep the save from fucking up. I'll start as soon as I get home today. If all goes well, it shouldn't take too long.

Title: Re: The Hastening of Doomforests

Post by: **Max**<sup>™</sup> on **November 15, 2015, 12:18:08 pm** 

Yeah, it sucks but I'd say to just redo the last season and make sure you get rid of those owls and all the nest boxes, not like the fort is at risk of running low on food or anything, but until we're sure the fort makes it past that crashpoint eggs are an easy sacrifice to make.

Pretty sure the owls alone will do it but better safe than sorry.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 15, 2015, 02:01:55 pm** 

I'll just kill all birds. Can't hurt, and the cooks won't mind new ingredients.

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **November 15, 2015, 02:43:18** pm

Is anyone going to pick that up?

BECAUSE I FUCKING CALLED IT!

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 15, 2015, 03:55:43 pm

Quote from: TheFlame52 on November 15, 2015, 02:43:18 pm

Is anyone going to pick that up?

BECAUSE I FUCKING CALLED IT!

Misplaced reference, there ain't no monkeys OR liquored up hillbillies involved.

Title: Re: The Hastening of Doomforests

Post by: Iliithid on November 15, 2015, 05:31:13 pm

If everything gets back up to speed I'd love a dorf.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 15, 2015, 08:01:07 pm

Good News! I've done the things I've been told to, and I was able to make a working save! I've finished replaying spring (no back ups closer to the end) and will have at least half of summer done tonight. I might be able to finish by tomorrow. I am keeping a list of corrections, and will post them when i am done, along with the save. I will also edit my previous posts accordingly, at some point.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on November 16, 2015, 03:37:23 am

Which save is that? Who was last?

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 16, 2015, 10:45:51 am** 

Flame was last. This will be for the year 1069 - 1070.

Title: Re: The Hastening of Doomforests

Post by: PyroTechno on November 16, 2015, 12:02:13 pm

EDIT: Sorry, mispost.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 17, 2015, 11:01:50 am** 

Quick Update, summer has been completed. I expect to be done by Friday at this rate.

Title: Re: The Hastening of Doomforests

Post by: **Kevral** on **November 17, 2015, 11:50:22 am** 

Fantastic to hear that the same is good! Looking forward to it :)

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on November 17, 2015, 05:50:31 pm

Hurray! It lives!

Title: Re: The Hastening of Doomforests

Post by: **Sanctume** on **November 17, 2015, 06:46:00 pm** 

Cool, it's going.

Please dorf **Sanctume** (that's Spiritstone, not +Coal), and prefer a Macedwarf.

Also add me to the turn list.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 18, 2015, 11:55:33 am** 

Quote from: Iamblichos on November 17, 2015, 05:50:31 pm

Hurray! It lives!

If save corruption can't kill it, I don't know what can.

Title: Re: The Hastening of Doomforests

Post by: Taupe on November 18, 2015, 12:29:46 pm

Quote from: Drazoth on November 18, 2015, 11:55:33 am

Quote from: Iamblichos on November 17, 2015, 05:50:31 pm

Hurray! It lives!

If save corruption can't kill it, I don't know what can.

Don't underestimate my ability to fuck shit up.

Title: Re: The Hastening of Doomforests

Post by: Max<sup>™</sup> on November 18, 2015, 12:51:41 pm

Now now, as long as everyone makes sure there is a crazy doctor, a couple of infants, and a spare fogotten colony somewhere, you'll be fine.

Title: Re: The Hastening of Doomforests

Post by: **Max**<sup>™</sup> on **November 18, 2015, 12:57:56 pm** 

...probably.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 18, 2015, 01:18:34 pm

Quote from: Max<sup>™</sup> on November 18, 2015, 12:57:56 pm

...probably.

....Give me a turn....

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on November 18, 2015, 01:33:01 pm

... and me too.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 18, 2015, 07:03:44 pm** 

quick update, Autumn is complete.

Title: Re: The Hastening of Doomforests

Post by: mate888 on November 19, 2015, 04:21:01 pm

Woah! This still exists! I must say this makes me really happy.

I haven't finished reading this yet, but for what I see, the Inquisition is now just a glorified engraving company.

Wich, in fact, isn't necessarily a bad thing.

EDIT: Couldn't help but notice I came back here before having my turn cancelled, and that not only I'm still alive, but I'm also still a badass.

I love you, Doomforests.

Title: Re: The Hastening of Doomforests
Post by: Drazoth on November 19, 2015, 08:08:15 pm

Good News Everyone! My year has been finished! For good this time! Here's the save: http://dffd.bay12games.com/file.php?id=11257 (http://dffd.bay12games.com/file.php?id=11257)

I'll post some time tomorrow with what was different this time round, and I'll update my posts accordingly whenever i get around to it.

Title: Re: The Hastening of Doomforests
Post by: mate888 on November 20, 2015, 07:43:26 pm

YES! The Inquisitor is back, baby!

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 22, 2015, 03:27:58 pm** 

Quick list of differences from my first attempt. A full list will be posted later.

Spring: hans arrives. Different FB. It did not breach the fort, so mate888 is slightly less badass in this timeline.

Summer: humans come, then leave immediately, not bothering to stop at the trade depot

Fall: no were-tortoise. A minotaur came instead. It died even faster than the tortoise did.

Winter: not completely boring this time around. 2 FB's arrived.

There were some different artifacts created this time.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on November 22, 2015, 03:55:48 pm

Go look at the artifacts list, there are some hilarious names.

Title: Re: The Hastening of Doomforests

Post by: **Max**<sup>™</sup> on **November 22, 2015, 08:21:26 pm** 

Whenever I was seeing what could fix it, the same thing with the humans happened, they showed up, got to the depot, turned, and left. I was like wtfbros!

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 23, 2015, 02:31:30 pm

Full list of differences:

3rd granite: Spring siege

13th: Elves arrive

2nd slate: Bird FB arrives. Is a starling, not a cuckoo.

27th : Spring migrants and hans arrives.

3rd hematite: Summer siege

12th: summer mood

14th: Humans come and go

15th: moody guy begins work

19th: summer migrants

20th: Moody guy reveals artifact turban

14th Limestone: Dwarven caravan arrives

6th sandstone: Autumn mood

8th moody dwarf claims jewlers shop

11th moody guy begins work

15th moody guy reals artifact gem crown.

21st Migrants arrive

24th minotaur arrives, is killed

9th opal third mood begins

10th mood guy claims craftdwarfs shop

17th moody begins work

unknown date: moody finishes work, reveals stone drum

1st opal: first winter FB

4th: second winter FB

Will update earlier post accordingly later. Also, I forgot to designate some guys as interns, so next overseer can just designate another 2 or 3 useless guys.

EDIT: Who is taking the next turn by the way?

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on November 23, 2015, 07:44:07 pm

Quote from: Drazoth on November 23, 2015, 02:31:30 pm

artifact turban

Duuude. Now we can have a swaggy sultan instead of a manicured monarch.

Dude.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on November 23, 2015, 07:55:19 pm

I thought we already had an artifact turban.

...Wait, that's Necrothreat. Never mind.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 23, 2015, 09:08:41 pm

If Mate is back than it is his... good thing as well.... Damned be the Fallout 4 for being flawed but addictive game...

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 23, 2015, 10:18:23 pm

Very well. This should work. [/OOC]

Letter To Mate888:

Spoiler (click to show/hide)

Dear Inquisitor:

It seems the Purple Hat is to pass to you cousin. I hope that you will do your best to improve this great fortress. I have all confidence in you. I also have reason to believe that very special quest coming to this fort. I suggest you prepare a room for them.

Sincerely, Drazoth the third.

Letter to Dark 2

Spoiler (click to show/hide)

Dear Dark 2

I am going to get to the point of this letter. I will be meeting with Don Pedro soon. I want to you to attend to mediate this meeting, as a disagreement between us, if taken to far, could have negative effects for the fort. I also want you to see that we have no ill-intent for the fort.

D3.

D3 then sends Hans to deliver these letters.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 24, 2015, 03:49:57 pm

I've updated the posts for my turn.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on November 24, 2015, 04:14:21 pm

Has anyone PMed m8 888?

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 24, 2015, 04:29:02 pm** 

I just sent one. Hopefully he will begin soon, and this place can start moving again.

Title: Re: The Hastening of Doomforests

Post by: mate888 on November 24, 2015, 04:49:46 pm

Allright, folks, don't worry, I still exist. A horrible night troll called "school" had kidnapped me and taken me as its mate, but now I'm free. I'm on a DFless computer right now (yes, such horrible things exist), so I'll start playing and posting and stuff later today or tomorrow. Also, if the fort dies... It's totally my fault, I've been out of practice. You can blame me discovering Torrent totally legal games for that. Soon, the Inquisition (religious serive/political party/interior designs) will get back into power.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **November 24, 2015, 05:17:45 pm** 

Quote from: mate888 on November 24, 2015, 04:49:46 pm

Allright, folks, don't worry, I still exist. A horrible night troll called "school" had kidnapped me and taken me as its mate, but now I'm free. I'm on a DFless computer right now (yes, such horrible things exist), so I'll start playing and posting and stuff later today or tomorrow. Also, if the fort dies... It's totally my fault, I've been out of practice. You can blame me discovering Torrent totally legal games for that. Soon, the Inquisition (religious serive/political party/interior designs) will get back into power.

sounds almost as bad as that serial abductor, Netflix.

Title: Re: The Hastening of Doomforests

Post by: mate888 on November 25, 2015, 05:09:51 pm

\*puts relaxing SoundSense music while playing\*

\*remembers the stuff that happened on Doomforests\* \*closes SoundSense, opens YouTube\*

\*metal plays on the background while playing\*

It begins

Hhhhhhhhng... I feel like I had not payed attention to anything that happened in the fort until today, when I was given the rutile hat and

crowned Overseer for the third time. I was too busy beating the crap out of evil things and engraving mostly engraving to notice the important things that went on.

I seem to have my mailbox full of letters from a knight guy about a demonic force in the fort that goes by the name of "Don Pedro". I think I should take care of this later.

Now... Let's take a look at my fortress...

OH MY ARMOK THIS ISN'T A CLUSTERFUCK ANYMORE

Well, it is, it's just less clusterfuck-ish than before...

I mean, it's weird to see the floor not covered in blood for a change, and what is that axle doing there? I'm afraid to touch it, because for what I know, this could either be a mechanism to lower a bridge, or a doomsday device that will collapse the mountain. <u>Spoiler</u> (click to show/hide)

Well, let's get into ruling!

Gah... I... Feel like if the world stopped for a second... And now I somehow feel that everything goes... Slowly...

Eh, probably something weird in the plump helmets I ate.

((4 FPS))

Looking throught the fort's ledgers, I see that we have the same ghost we had back when I was doing stuff. Good to see you too, Bembul! Now... What to do? Apart from memoralizng that fucker Bembul, this fort seems quite self-sufficient. I'll see if there are any problems around.

<u>Spoiler</u> (click to show/hide)

and fidgets. Its tail is fractured. Its tail is torn open.

EW.

YOU STAY THE FUCK AWAY FROM MY FORTRESS. YOU AND YOUR OTHER FOUR FRIENDS!

Also, how can you break something when you are made out of \*hurk\* vomit!? Wouldn't you just unite the two parts again? Fucking blob of (I'd assume) Nifih's vomit, I'll cut you if you touch my engraved walls!

Spoiler (click to show/hide)

FPS: 100 (37) Ayanu Ricoteromi Iquilaremofe skinless pterosaur. It has a short trunk and it has a bloated body. Its eyes An enormous glow green. Beware its fire! Its head's fat is gone.

Also, we seem to have a rotting dinosaur in our...

Our...

<u>Spoiler</u> (click to show/hide)



http://i.imgur.com/5xWiRej.png

wot WHAT!?

Why every single time I have to oversee this place there's a part of it walled off with an abomination waiting for us at the other side!? Also, that was MY room back then around 20ish years ago...

I'll send the guys down there to take the lizard out of its misery. I mean, it's rotting alive, what could possibly go wrong? Not like it's a roundhouse-kicking spider or anything. Come on, guys! Let's take the monster down!

"The Order of the Ale". Oh! Those are the knights that were mailing me! Allright! I'll send thee on a holy quest to put a dying lizard out of its misery. Send it back to the hellhole it came, my valiant knights! Go!

I think they'll be good enough fighters. Their name is promising. Everybody knows that a dwarf fights better when drunk! No, wait. Don't go. The butlers are closer.

I mean, sure, there are only two of them, but we are talking about a dying dinosaur in a terminal state of necrosis, so I bet they'll do just fine!

One is asleep, the other is training.

Okay, guys, take your time! I don't care about my old house getting filled with rotten dinosaur skin! Wankers.

Oh... I see! The entirety of Astville is locked up and open to the caverns!

Heh...

May I ask WHY!?

You know what? I'll... I'll just leave it like it is, fuck it! I'll just make a tombstone for asshole Bembul.

Spoiler (click to show/hide)

What do you mean you could not find a path? It's easy! It's just 6527982901617049379089083678 steps downwards!

Title: Re: The Hastening of Doomforests Post by: Drazoth on November 25, 2015, 06:46:48 pm You're only getting 4FPS? I was getting 18 - 20 during my turn. Try turning up the processor priority. Also, metal is the only appropriate music for anything.

EDIT: Forgot to mention: The archive has officially begun! Year one was completed earlier today. It has all OOC removed, as my one friend is too stupid to understand the thread with the OOC included. Link is below.

https://drive.google.com/open?id=0B0yyjT9zt6A\_ZWFJVFRtdWRXR0U (https://drive.google.com/open?id=0B0yyjT9zt6A\_ZWFJVFRtdWRXR0U)

I do intend to make one with OOC included, at a later date.

# Title: Re: The Hastening of Doomforests Post by: De on November 25, 2015, 09:13:03 pm

Quote from: Drazoth on November 25, 2015, 06:46:48 pm

You're only getting 4FPS? I was getting 18 - 20 during my turn. Try turning up the processor priority. Also, metal is the only appropriate music for anything.

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Lovely work Drazoth, it's nice and readable. That said, I still like reading over the thread with all the comments intact.

# Title: Re: The Hastening of Doomforests

# Post by: **Drazoth** on **November 25, 2015, 09:14:48 pm**

Quote from: De on November 25, 2015, 09:13:03 pm

Quote from: Drazoth on November 25, 2015, 06:46:48 pm

You're only getting 4FPS? I was getting 18 - 20 during my turn. Try turning up the processor priority. Also, metal is the only appropriate music for anything.

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I do intend to make one with OOC included, at a later date.

Lovely work Drazoth, it's nice and readable. That said, I still like reading over the thread with all the comments intact.

Why thank you. I will be making a version with comments intact, but later. I think I'll do it as a webpage, as that should allow me to retain the spoiler tags as well, which should help with formatting.

### Title: Re: The Hastening of Doomforests

Post by: Hans Keip on November 26, 2015, 09:52:19 am

He knew something was wrong the moment he awoke.

"Why am I outside?" he asked himself, "I was in my room last night."

He looked around and saw a several other migrants nearby. Puzzled he dug into his bag and pulled out the leather tome. He quickly opened it to the bookmarked page and saw that the last two entries read:

### Spoiler (click to show/hide)

873-1-1: "19th Timber" Happy birthday to me. Hooray for me. Another year older and wiser, though it's strange to think that it'll be on the 20th of Moonstone next year. Now where'd I stash that barrel of ale? I'll get that letter to TechnoXan first though.

873-4-3: "28th Obsidian" The year is ending and a new overseer will be selected. I hope they will not interfere with our plans.

"Doomforests must be more unstable than we originally thought. Here's hoping it doesn't happen again," he said as he gazed at the mountain in the distance.

He and the migrants arrived at the fort later that day and they quickly went about settling in. It was only the next day when he reported to D3.

"I am reporting in sir," Hans said as he approached the overseer.

"Ah, Hans, I thought I recognized one of the migrants," D3 replied.

"There is something I think we need to discuss," Hans said, "There is something unstable about DoomForests. Very unstable. This is not the first time I have been here."

"What? What do you mean?"

"I arrived on the 28th of Malachite this year. I spent the rest of the year assisting you in your role as overseer and delivering messages. There was an incident with a Minotaur and a Were-Tortoise. When I went to bed the night before last it was the 28th of Obsidian. But what is today?"

"The 28th of Slate," D3 said concern showing on his face.

"Precisely," Hans replied, "I believe that the very fabric of reality has been damaged here. It worries me. I have a sneaking suspicion that there may be more going on around here than we originally thought. I will be doing some preliminary examinations in my spare time."

With that Hans got up and headed for the door. Just before he could leave D3 stopped him.

"Do you think there is anything we can do about it?"

"No."

The year passed quickly and, although much remained the same, there were noticeable differences. Eventually Hans sat down to write in his journal again.

# Spoiler (click to show/hide)

874-1-16: "6th Granite" My initial concerns are proving valid but I must run more tests to be sure. Unfortunately I may not get a lot of time to do that. The new overseer has ordered Kronk and I to try and kill a "rotting dinosaur". This does not bode well, he either wants just the both of us dead or he's trying to kill the entire fort. I'll need more ale to deal with this one.

OOC: I meant to get this up sooner but LIFE, you know?

Title: Re: The Hastening of Doomforests Post by: Drazoth on November 26, 2015, 03:29:22 pm

Since I've begun the archive, I can add any RP that people wanted to do but where unable to at the time for whatever reason, or want to add in now for whatever reason, i.e.: my rp for D1 in the archived first year. If anyone has any additions they want added let me know. I intend to start on the second year tonight, and I'm a lazy bastard son once I have done a year I probably won't edit it later unless there's a problem. You have been warned.

### Title: Re: The Hastening of Doomforests

Post by: mate888 on November 26, 2015, 04:39:43 pm

Quote from: Drazoth on November 25, 2015, 06:46:48 pm

You're only getting 4FPS? I was getting 18 - 20 during my turn. Try turning up the processor priority. Also, metal is the only appropriate music for anything.

EDIT: Forgot to mention: The archive has officially begun! Year one was completed earlier today. It has all OOC removed, as my one friend is too stupid to understand the thread with the OOC included. Link is below.

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I do intend to make one with OOC included, at a later date.

I'll try to see if cranking the priority up will work. Also, nice archive! Maybe comebody could put it on lparchive like it happened with Boatmurdered and Headshoots.

I cranked the priority up to above normal.

The game is now 3-4 fps...

Yeah.

### Journal of Mate the 888th, High Inquisitor/Engraver-in-chief/overseer of Doomforests

The world seems slower than usual, but ok, I can live with that.

While I look at some engravings not made by me, I see that most of them are showing night trolls killing dwarves in this very place. The thing is, and I asked before (and probably got answered and forgot), what the hell happened with all the trolls? I mean, if this was some sort of war between some dwarven clan or clans and the trolls living on this area, then why isn't there any engravings of dwarves slaying trolls? Or if they were killed by someone else, why aren't there engravings of that someone slaying the monsters? Did they die out somehow? Did they just leave the hills? Or are they somewhere around here, and we still haven't noticed?

Also, on a separate note, one of the forgotten things is indulging in some minor troglodyte genocide down in the caverns.

Spoiler (click to show/hide)

Hint Significant has council a masterpiece:

A elven caravan from Acathósanera has arrived.

The elves came. Our fort's opinion of them is quite neutral, compared to that of the rest of the Town of Stronking, mostly because we have lots, and I mean LOTS of other things to hate that are not marksman hippies.

While the elves casually meander towards the fortress, our favourite Klansman, Dark Two, has been attacked!

While this is worrying, at least I'll be able to see this dwarf warrior fight and--

Spoiler (click to show/hide)

```
'Dark Two' Ulzestbomrek, Klan-Master: I must withdraw!
'Dark Two' Ulzestbomrek, Klan-Master: I must withdraw!
'Dark Two' Ulzestbomrek, Klan-Master: I have a part in this. I will
take revenge!
`Dark Two' Ulzestbomrek, Klan—Master: I have a part in this. I will
take revenge!
```

Hey! Stop screaming at that fucking bird and STAB IT ALREDY!

<u>Spoiler</u> (click to show/hide)

`Dark Two' Ulzestbomrek, Klan-Master: Has the tide turned? I laugh in the face of death!

Face of... It's a fucking BIRD! AND IT'S NOT EVEN HERE ANYMORE, IT FLEW AWAY!

While the buzzard keeps annoying everyone in the old fort, the elves are shocked by the smell and the amount of vomit that has gathered in the surface. Sorry! After several years of not seeing the sun, it's hard to control ourselves. I tried to send some guys to clean, but they just vomited even more!

The elves have arrived. One of them looks particularly weird.

Spoiler (click to show/hide)

```
FPS: 100 (49)
 Alisa Inomimale
A medium-sized creature dedicated to the ruthless protection of nature.
Her hair is extremely long. She is fat. Her slightly large-irised sea green eyes are wide-set. Her lips are thick. Her small-lobed ears are short. Her eyebrows are short. Her hair is golden yellow. Her skin is pale taupe.
```

Are you SURE you are an elf, miss? Because you look more like a German northern human woman to me...

I mean, not to offend her, but even if she was raised by the elves, how did she get so fat? What did she had to eat in order to-- oh. OH.

Ew. Cannibalism is bad, kids.

WELL, ignoring that slightly disturbing fact, I'll send our broker, Edem, to trade with the elves!

Wait... Edem...

Spoiler (click to show/hide)



What the fuck are you doing, Edem?

Most importantly, though, where are you STANDING ON, Edem!?

Are you aware of the fact that levitation is heresy, Edem?

Yeah. That's what I tought.

Now, get out of those farms and go trade with those elves, because your fiery death may or may not be depending on how well do you trade with the hippies today!

Title: **Re: The Hastening of Doomforests**Post by: **Max**<sup>™</sup> on **November 26, 2015, 05:27:56 pm** 

He's probably climbing around like a fool, dorfs just kinda do that now.

Title: Re: The Hastening of Doomforests

Post by: Dark One on November 26, 2015, 05:28:08 pm

#### **Journal of Dark Two**

I have received a letter from Drazoth the 3rd. Interesting, what would that be this time? Meeting with Don Pedro, mediations? The journals have taught me well that I should be cautious. However, I just can't let him meet with Don Pedro alone. I should prepare.

Spoiler: Letter to Drazoth (click to show/hide)

To Drazoth the 3rd,

You can be sure that I will arrive. I'll make sure that the outcome of mediations would be most profitable for safety of the fortress.

Dark Two.

\*\*\*\*\*

Weirdness all around, stench of death, insane overseer - yes, another day in Doomforests. And then, when I was just patrolling the area.... the horror! It was.... it was... it was a **buzzard**! This day... I have fought the death itself! I have luaghed in it's face, my victory was inevitable! The cowardly beast have escaped before I could land a hit on it!

I will chase it! I will have my revenge! I will... what is that!? Is our broker just.... levitating....

#At this moment Dark Two, among other dwarves and amused elves, is staring at the broker proudly displaying his levitation skill.#

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 26, 2015, 05:39:12 pm** 

Mate, when I said in crease the priority, i meant to Real Time, as that's what I used.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 26, 2015, 07:13:59 pm

Spoiler: HERESY!!!! (click to show/hide)

Last few days were horrible for Don Pedro. Some sod has taken the hat, claiming inquisitorial privilege granted him by, what apparently, is long history of religious totalitarianism and wall smoothing. Somehow those two are related.

And now the broker is breaking the laws of physics...

'Get down from there! Don't you know that levitation is a heresy?'

Levitation? Heresy? Well Mr Inquisitor, you are going to positively hate what I will do with the place. Don Pedro thought Time to step up the game...

Spoiler: To the Special Projects Department (click to show/hide)

Due to unforeseen circumstances it is necessary to implement special measure in Doomforests. Special team is requested to be on standby to perform proper rituals. Space-Time adjustments to the fabric of Reality may be necessary, please follow Health and Safety Protocols.

Sentient Resources Manager Don Pedro

Speaking of heresy^^ (https://youtu.be/SG7VvMGw6w0?t=5m7s)

Title: Re: The Hastening of Doomforests

Post by: mate888 on November 26, 2015, 11:35:28 pm

Quote from: exodius1 on November 26, 2015, 07:13:59 pm

Spoiler: HERESY!!!! (click to show/hide)

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Sentient Resources Manager Don Pedro

Speaking of heresy^^ (https://youtu.be/SG7VvMGw6w0?t=5m7s)

The Emperor protects.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **November 26, 2015, 11:50:17 pm** 

Quote from: exodius1 on November 26, 2015, 07:13:59 pm

Speaking of heresy^^ (https://youtu.be/SG7VvMGw6w0?t=5m7s)

What the fuck am I watching. And why can't I stop. It's like Nunubot and the 40k book had a baby.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on November 27, 2015, 11:40:32 am

Quote from: mate888 on November 26, 2015, 11:35:28 pm

Quote from: exodius1 on November 26, 2015, 07:13:59 pm Spoiler: HERESY!!!! (click to show/hide)

Last few days were horrible for Don Pedro. Some sod has taken the hat, claiming inquisitorial privilege granted him by, what apparently, is long history of religious totalitarianism and wall smoothing. Somehow those two are related.

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Quote from: Taupe on November 26, 2015, 11:50:17 pm

Quote from: exodius1 on November 26, 2015, 07:13:59 pm

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What the fuck am I watching. And why can't I stop. It's like Nunubot and the 40k book had a baby.

#### MAKE THEM SUPPER!

Sorry, but with inquisition in charge it was either that or Monthy Python, and Python would be expected....

# Title: Re: The Hastening of Doomforests

Post by: mate888 on November 27, 2015, 11:59:33 am

Quote from: exodius1 on November 27, 2015, 11:40:32 am

MAKE THEM SUPPER!

Sorry, but with inquisition in charge it was either that or Monthy Python, and Python would be expected....

Now I feel the urge to start calling Armok "the God-Emperor of Dwarfkind".

### Title: Re: The Hastening of Doomforests Post by: **exodius1** on **November 27, 2015, 12:08:54 pm**

Quote from: mate888 on November 27, 2015, 11:59:33 am

Quote from: exodius1 on November 27, 2015, 11:40:32 am

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You mean he isn't?!0.0

## Title: Re: The Hastening of Doomforests

Post by: mate888 on November 27, 2015, 12:09:34 pm

Quote from: exodius1 on November 27, 2015, 12:08:54 pm

Quote from: mate888 on November 27, 2015, 11:59:33 am

Quote from: exodius1 on November 27, 2015, 11:40:32 am

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You mean he isn't?!0.0

Of course he is, you heretic! We just don't call him that.

### Post by: **exodius1** on **November 27, 2015, 01:03:40 pm**

Title: Re: The Hastening of Doomforests

Quote from: mate888 on November 27, 2015, 12:09:34 pm

Quote from: exodius1 on November 27, 2015, 12:08:54 pm

Quote from: mate888 on November 27, 2015, 11:59:33 am

Quote from: exodius1 on November 27, 2015, 11:40:32 am

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You mean he isn't?!0.0

Of course he is, you heretic! We just don't call him that.

Apparently there have been some changes... (https://www.youtube.com/watch?v=Pq-6aj9sNvo)

# Title: Re: The Hastening of Doomforests

Post by: Gwolfski on November 27, 2015, 01:25:28 pm

add me to turn list pls.

### Title: Re: The Hastening of Doomforests

Post by: Hans Keip on November 27, 2015, 04:13:26 pm

Inevitably word of the commotion spread fast and Hans decided to look into it. As he stepped outside and surveyed the situation he slowly lowered his head into his hand.

"I was a fool to have hoped the instability was limited to the mountain itself but it seems it has also spread to the inhabitants," he said to himself, "I should check on D3 when I get the chance."

He then pulled out a small notepad and pencil and wrote:

Spoiler (click to show/hide)

Add to calculations: 1 levitating dwarf, unknown means Several dwarves ranting about 'heresy' and 'heretics'

"I am glad I am not a native." he said to himself as he walked back into the fort.

Title: Re: The Hastening of Doomforests
Post by: Drazoth on November 28, 2015, 02:49:46 pm

D3 was sitting at his desk when Hans returned.

"So, what's all this noise about 'heresy' that's been going around?"

"The broker is levitating over the farms sir."

"Odd. At any rate we must be off to the meeting. Go gather all the data you've collected about the instability of the fort, then go pick up Dark 2 and bring him to the meeting site. I will be waiting for you there."

"Very well sir."

Hans quickly left the room. D3 saw his bottle of rum was empty, so he went down to the booze stockpile to fill it. He then went to a small, out of the way room in Old DoomForests. The room had table with 4 chairs around it. D3 sat at the one opposite the door, pulled out his bottle and took a small drink. He then reached into a hidden pocket in his trousers and pulled out the gift.

He spoke the words of command and a small coin appeared on the table in front of him. The coin faintly glowed with colourless light.

"Now to wait."

Title: Re: The Hastening of Doomforests

Post by: mate888 on November 29, 2015, 02:22:02 pm

I cranked the priority up to realtime and it still goes on 4 or 5 fps.

# Journal of Mate the 888th, Overseer/Heresy relinquisher of Doomforests

That heretic Edem decided to stop levitating and go trade with the elves. He's good at his job, I'll give him that, and if the elves do something stupid, we have three ballistas pointing at their direction.

Good luck, Ede-- OH FOR FUCKS SAKE

Spoiler (click to show/hide)

Edëm Ruthöshoslan, Chief Import/export Expert cancels Trade at Depot: Getting food.

YOU WERE TWO METERS FROM THE FUCKING ELVES BEFORE YOU DECIDED THAT YOU WERE HUNGRY YOU--

Don't try my patience, Edem, because I will execute you if you do, both for being a heretic and an asshole.

At least the elves did not leave because of that. We have to be more cautious if we want to get mony from trade. Try not to offend the el-...I say, as D3 comes over and vomits all over the depot...

Fuck.

((Aaaaaaaand the computer died. I'll keep playing later today))

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 29, 2015, 02:47:54 pm

What processor does your computer have mate 888, for reference, I have an i7.

Title: Re: The Hastening of Doomforests

Post by: mate888 on November 29, 2015, 03:17:11 pm

Quote from: Drazoth on November 29, 2015, 02:47:54 pm

What processor does your computer have mate888, for reference, I have an i7.

I don't know, but maybe it's because I'm in a crappy laptop.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 29, 2015, 03:54:26 pm

That might be it. Think you'll be able to play your whole turn?

Title: Re: The Hastening of Doomforests

Post by: Drazoth on November 29, 2015, 04:47:56 pm

Don Pedro was the first of the others to enter the room.

"Why are there 4 chairs here?" He asked, "If I knew you would bring lackeys, I would have brought some of my own"

"Only one is a lackey," D3 replied, "His purpose will be to report on a threat he has been studying."

"I heard that sir," Hans said as he entered the room with a small stack of papers.

"His word, not mine," D3 said, "Is Dark Two with you?"

"He will be arriving momentarily, sir."

"Lackey' is an accurate one, I do presume, if you collect intel for him. Don Pedro, by the way, nice to meet you."

"The pleasure is mine sir." Hans replied.

"Please have a seat while we wait for Two's arrival, he needs to hear this too." D3 said.

With that Don Pedro sat down in the chair facing the door while Hans took the opposite one. D3 took a swig of rum just before Dark Two entered.

"Have I missed anything?" he said as he took the final empty seat.

"No, we were waiting for you," D3 replied.

"Morning, Lord Clan Master," Don Pedro said, scoffing slightly.

"Good morning Don," Two replied calmly.

"Now that we are all here, Hans, would you care to report on your findings for us?" D3 asked.

"Of course, sir. I have done some preliminary examinations of the fortress and have found that there may be more to the foul magicks than we originally expected." Hans replied.

"Don't mind me, I am completely friendly..." Don Pedro said.

"We know that," D3 said glancing at Don, "Continue."

"Over the years the magicks that have been gathering here have seeped into the very rock itself," Hans said as he passed around some pages, "I have found that, in some places, they seem to have softened the rock."

"What?" Two interjected.

"I'm not sure if the masons will be happy or horrified by that," D3 commented.

"Probably both," Don replied, "But I will get to that in time, please, go on."

"From what I can tell the magicks have been warping the very fabric of reality around and within DoomFortests," Hans said, "It is what I believe caused the recent temporal reset."

"Please, elaborate on this temporal issue." D3 said.

"I originally arrived on the 28th of Malachite last year, however, as I'm sure you all know, I arrived on the 27th of Slate instead. I have lived out the year 1069 twice."

"Most odd. Don Pedro, what do you know of this?" D3 asked.

"I know it is not our doing," Don replied, "But I wish to address that at the end of the meeting. All I can say is that Regenreich is finally starting to take this place seriously, partly due to my requests, and partly because of how...um...unusual this place is."

"Unusual? How?" D3 said, 

Aside from the obvious."

"All in due time," Don said, "All in due time...Let the honourable gentleman finish his report first."

"Very well. You may continue Hans."

"Thank you," Hans replied, "I believe the magicks may have played a part in the number of Forgotten Beasts that have appeared over the years as well as the recent occurrence with the levitating dwarf. I believe it may have also contributed to the 'heresy battle' that ensued. What I ask is that you do your own examinations while I complete mine. We need to know the extent of what is going on here."

"Very well then. Once we have figured this out, we need to deal with this issue. I assume we have the cooperation the Regenriech in this?" D3 asked.

"Yes and No. You have my cooperation. I have cooperation of Regenreich," Don said, "I discussed this with the Clan master some time

"Good enough for our purposes I suppose." D3 said.

"I will do what I can," was Two's simple reply.

"One more thing," Hans said, "We should prepare an escape plan. We do not know when or even if the rock around us will collapse but it is best that we not take any chances."

"I had a tunnel dug out years ago for that purpose. I will check to make sure it is still there," D3 said, "I will make certain to reinforce it if it is still intact."

"Correction: you need an escape plan. And I already have some... starts in that department, but once again, at the end," Don said.

"Now, on to the next matter," D3 said, "I have done my best to provide the requested materials to you during my reign. What exactly do you intend to do it them?"

"Well, I suppose I owe you that much... consider it the prize for winning that round of the Game..." Don said, "Devilish code by the way, truly evil, if I may say so... I intend to bring stability to this place, by any means necessary. Those materials will provide a foundation for said stability. After that is done I shall withdraw from this place and let mortals do as mortals will..."

"I hope your planned stability will help with the other problems," D3 said, "By the way, what do you mean by stability?"

Don Pedro chuckled slightly before saying, "Sustainability, safety for citizens and guests, economic and cultural progress... I could throw more buzzwords that Sales Department would use but I will be honest with you. We want this place to support dwarves, and have them be alive and happy, as long as it is possible. That means giving you the means to defend yourselves, without our further involvement, from whatever threatens your lives."

"Very well then," D3 replied, "Now I think it was time you were enlightened at to my plans. Tell me, Don Pedro, do you agree that it is wasteful for dwarves to war with each other over petty differences?"

"It is a loaded question, my friend, and my answer is even more loaded. I have walked a thousand worlds. Seen potential of millions of sapient races. Most of them destroyed by their own hubris. But I have also seen what happens when absolute order is implemented, where no dispute is had, for all is the same," Don said, "And trust me, you do not wish to see it."

"That is not my goal. My goal is for a unified dwarven race."

"Noble idea, but the line is thin," Don replied, "If you wish I will talk with you later about this... although I would rather discuss it with your Mom"

"We don't seek to dominate the world. That just seems like entirely too much trouble to be worth it," D3 said, "We shall discuss this later. For now all you need to know is this, we don't intend to end all conflict, merely find a way to resolve it in a less wasteful manner."

"Good," Don said, "Now I have a few things to say, if nobody minds."

"Go on."

"As I said Regenreich has increased the priority of this project," Don continued, "Once I get the Rutile Hat we will be put into a special state that is going to be more or less beneficial for duration, but may cause some... discomfort and confusion akin to what Hans has experienced. I assure you it is nothing to worry about, it is not harmful... unless you are one of our enemies that is. It will work more or less as if everything has slowed down, from water flow, to temperature, to even physical processes... apart from dwarves. That is all, I just wished to warn you, I'm not sure if there will be any possibility of it later..."

"Very well," D3 replied, "So long as it does not harm the fortress."

"Does the Clan Master have anything to say?" Don asked.

"Not right now," Two said.

"Well then, if you'll excuse me I have some paperwork to do," Don said.

"Very well. I believe we are done here," D3 replied, "Actually, take this coin of yours back."

"What for? I do not need it."

"I have no need, and it's not so pretty for me to want it."

"Give it to a random person then, I can make more on demand," Don replied.

"Who would it be funny to give it to? Also, Hans, don't wander off, I have an assignment for you."

"Of course sir."

 $\mathrm{``Oh,\ I}$  have an idea..." Don suggested,  $\mathrm{``How}$  about our dear Inquisitor? I feel that he will be a major pain in my ethereal arse...That should confuse him a bit."

"Sounds good. If you need something from him, let me know. I have certain strings I may be able to pull...." D3 replied.

"I need him to stop being a theocrat," Don said, "But I suppose that will not happen... Either way, good day."

"Before you go," Hans said, "If you ever wish to chat idly about mortals and their follies. I'm always up for a good laugh."

Don Pedro simply nodded as he left the room, followed closely by Dark Two.

Hans then turned back to D3, "Now what is this assignment sir?"

### Title: Re: The Hastening of Doomforests Post by: mate888 on November 29, 2015, 05:57:08 pm

Quote from: Drazoth on November 29, 2015, 03:54:26 pm

That might be it. Think you'll be able to play your whole turn?

I think I will.

Title: Re: The Hastening of Doomforests Post by: mate888 on November 29, 2015, 08:29:29 pm

### **Journal of Mate the 888th**

Did you enjoy your gourmet meal, Edem? You didn't choke on it or anything?

How unfortunate...

Well, no go trade with the elves, I'll see on how to execute you how to prevent you from falling upwards later.

Spoiler (click to show/hide)

```
injured part collapses!
 An artery has been opened by the attack! Forgotten beast extract is injected into the The Troglodyte's troglodyte blood!
 The Forgotten Beast stings The Troglodyte in the head and the injured
 part explodes into gore!
An artery has been opened by the attack!
Forgotten beast extract is injected into the The Troglodyte's troglodyte
 blood!
 The Troglodyte is propelled away by the force of the blow!
The Forgotten Beast attacks The Troglodyte but She jumps away!
The Forgotten Beast stings The Troglodyte in the left upper arm, bruising the muscle!
 The Troglodyte misses The Forgotten Beast!
The Forgotten Beast attacks The Troglodyte but She jumps away!
The Forgotten Beast stings The Troglodyte in the neck, bruising the muscle and shattering the upper spine's bone!
Forgotten beast extract is injected into the The Troglodyte's troglodyte blood!
 The Forgotten Beast charges at The Troglodyte!
The Forgotten Beast collides with The Troglodyte!
The Troglodyte is knocked over and tumbles backward!
The Forgotten Beast stings The Troglodyte in the head and the injured part collapses!
An artery has been opened by the attack!
Forgotten beast extract is injected into the The Troglodyte's troglodyte blood!
The Troglodyte is propelled away by the force of the blow!
The Troglodyte is propelled away by the force of the blow!
The Forgotten Beast attacks The Troglodyte but He jumps away!
The Forgotten Beast misses The Troglodyte!
The Forgotten Beast attacks The Troglodyte but He jumps away!
The Forgotten Beast attacks The Troglodyte but He jumps away!
The Forgotten Beast attacks The Troglodyte but He jumps away!
```

Meanwhile, in the caverns, the blob of vomit is stinging troglodytes in the head, making it collapse or melt or something with its poison. Ew. I'll remind myself to never access that cavern.

Well, now back to trad--Spoiler (click to show/hide)

THAT FUCKING BUZZARD! Dark Two was right! Those things are **EVIL**!

Spoiler (click to show/hide)

n Cutter cancels Eat: Interrupted by Buzzard.

THAT FUCKING BIRD IS EVERYWHERE OH GOD!

JUST KILL THAT THING FOR ARMOK'S SAKE!

Spoiler (click to show/hide)

```
The Axe Lord hacks The Buzzard in the right upper leg with his Esteel battle axeE, tearing apart the muscle!

An artery has been opened by the attack and a motor nerve has been
severed!
 ard falls over
The Axe Lord kicks The Buzzard in the right wing with his left foot and
the injured part is smashed into the body, an unrecognizable mass!
An artery has been opened by the attack!
The Axe Lord hacks The Buzzard in the head with his Esteel battle axe and the severed part sails off in an arc!

The Buzzard slams into an obstacle!
```

There we go!

Now GET BACK INTO TRADING, EDEM!

Spoiler (click to show/hide)

Iferi: Greetings. We are enchanted by your more ethical works. We've come to trade.

Yes... Our most ethical works... I'm sure you'll love them... You don't sound upstart at all...

Well, apparently Edem refuses to trade with the elves with the things that are on the depot. He insists in that we have absolutely nothing there, but the depot is filled to the brim with our shit. I mean, come on! The elves are savages! I'm sure they will like some dwarf nail rings made by goblins!

Oh, nevermind, we are trading now.

I'll just wait until we bring them the two hamster women we have as hostages. Elves like animalmen, right? I bet they'll accept them.

The only problem is, they are in wooden cages, and Armok forbids they go full tree-jihad on us now.

Okay, for now, I've decided to trade all the rings, bracalets and crowns made out of animal and dwarven hair and nails to the elves because, you know, they love this kind of attrocities, and all kind of attrocities in fact, as long as they are not made to trees. Hell, they even got exited when I offered them a dwarf nail ring for free.

Also, I have my eyes on some nice elven bow and arrows. They say they reach even further than a dwarven crossbow, and I would like to find out if that's true before they inevitably get offended at something either we or the slackers at the town of Stroking do and they decide to shoot us with said bows.

Also, I wouldn't mind to buy some of those nice elven silk clothes, they are nice.

Not that I know about clothes or fashion or anything like that... I don't. Shut up.

Oh Armok no...

<u>Spoiler</u> (click to show/hide)

kducim, Brewer cancels Brew drink from plant: Interrupted by il\_Art' Unâllolor, mayor cancels Eat: Interrupted by Buzzaro

THE BUZZARDS ARE BACK AND THEY WANT TO AVANGE THEIR LOST ONE!

It's total chaos and confusion! One furnance operator tries to punch a buzzard while the other trips over himself, falls over Don Pedro and miss every hit to the buzzard!

That dwarf I probably should investigate but I'm too busy to do so, Don Pedro, is now under the combined force of an angry bird and a fat dwarf that charged at him for no real reason!

Spoiler (click to show/hide)

```
The NOYB punches The Buzzard in the lower body with his right hand, bruising the fat!
The NOYB stands up.
The Furnace Operator charges at The NOYB!
The Furnace Operator collides with The NOYB!
The NOYB is knocked over!
The NOYB stands up.
The NOYB stands up.
The NOYB is no longer stunned.

Luckily our avelords are doing their best to kill the damped bird
```

Luckily, our axelords are doing their best to kill the damned bird.

Allright, this all will end soon enough. Let's get back to the depot, shall we?

Also, I think one of our giant grey langurs went feral and is now beating the crap out of one of our hostage hamstermen.

Spoiler (click to show/hide)

```
Spoiler (click to show/hide)
hand with her left front foot!
The Stray Giant Gray Langur releases the grip of The Stray Giant Gray
Langur's left front foot on The Hamster Woman's thumb, right hand.
The Stray Giant Gray Langur scratches The Hamster Woman in the head,
tearing apart the muscle!
An artery has been opened by the attack!
The Stray Giant Gray Langur grabs The Hamster Woman by the fourth toe,
right paw with her left front foot!
The Stray Giant Gray Langur releases the grip of The Stray Giant Gray
Langur's left front foot on The Hamster Woman's fourth toe, right paw.
The Stray Giant Gray Langur grabs The Hamster Woman by the left lower leg
with her left front foot!
The Stray Giant Gray Langur scratches The Hamster Woman in the head,
tearing apart the muscle!
 The Stray Giant Gray Langur scratches The Hamster Woman in the head, tearing apart the muscle!
An artery has been opened by the attack!
The Stray Giant Gray Langur releases the grip of The Stray Giant Gray Langur's left front foot on The Hamster Woman's left lower leg.
The Stray Giant Gray Langur grabs The Hamster Woman by the first finger, right hand with her left front foot!
The Stray Giant Gray Langur releases the grip of The Stray Giant Gray Langur's left front foot on The Hamster Woman's first finger, right hand. The Stray Giant Gray Langur grabs The Hamster Woman by the first toe, left paw with her right front foot!
The Stray Giant Gray Langur releases the grip of The Stray Giant Gray Langur's right front foot on The Hamster Woman's first toe, left paw. The Stray Giant Gray Langur scratches The Hamster Woman in the head, tearing apart the muscle!
The Stray Giant Gray Langur grabs The Hamster Woman by the first toe.
 The Stray Giant Gray Langur grabs The Hamster Woman by the first toe, left paw with her right front foot!

The Stray Giant Gray Langur releases the grip of The Stray Giant Gray
→Langur's right front foot on The Hamster Woman's first toe, left paw.
```

Should I... Send in the army or something? I don't know if it will turn onto our dwarves, but it may happen and I don't want to risk it. On the other hand, I remember stories of a fort that entered a civil war because of the militia attacking a pet. What was the fort called? LoyalCatarate? No, LoyaltyCascades? I don't know, but I think that that may happen here if I do that.

Oh, nevermind, it was a stray hamster woman, not one of the hostages. No reason to panic about it. I feel really stupid now...

Allright, the stuff I told the lads to be taken to the depot is not here, so Edem will have to trade with what we have alredy in the depot. No, they don't want to give us anything unless we give them more. The bad thing is, all we have is wood and dwarf nails.

They... Won't get mad if I give them grown wood items, right? Maybe I buy less arrows?

There we go, another successful trading season. See you next year! Wankers.

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Title: Re: The Hastening of Doomforests
Post by: Drazoth on November 30, 2015, 01:35:24 pm
```

"Hans, your assignment is to return to MechaTechno territory and retrieve the remnants of the Dark One's body. With minimal violence if possible."

'Right sir. Any suggestions?

"Since neither of us are made of money, try stealing them. Start investigating the crundle tribe known as 'The Seeing Eye'. TechnoXan hinted in his letter that they may know something.

"Crundles? Sir that seems a little...odd. I will try my best sir. Will there be anything else?"

"If you can find only one that should be enough for me to create a tracking spell. With that, finding the rest should be trivial. Also, keep an eye open for any more weird occurrences. I have an idea that may help us deal with this instability. I'm going up to the surface for a walk."

"Be careful with that sir. It has been a while since you last did that."

"I will. Before I forget, during our meeting with Don Pedro, you said 'If you ever wish to chat idly about mortals and their follies, I'm always up for a good laugh'. What did you mean by that?"

"You recall that I worked for a number of barons before serving your family? They live in a different reality. I'm sure you can guess the rest."

"Ah. Very well then. Anyway, good luck."

"The same to you sir." With this, Hans left for MechaTechno territory.

Once he was gone, D3 headed up to the surface to think. Normally he would wander the caverns, but there were a lot of Forgotten Ones there at the moment, so this seemed a better option. As he passed the trade depot, he felt a powerful nausea hit him. He then proceeded to vomit all over the elves, and everything else in the trade depot. Once he was done, he wiped the his mouth using the shirt

of a nearby elf. He looked around at the mess he made, looked the elven leader in the eye and said "I'm not sorry." He then went to wander the woods for a bit.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on November 30, 2015, 02:07:57 pm

### **Journal of Psycho II**

I've had a very uneventful few years recently. It's just been me doing my job and fending off stalkers. Seriously, what is their problem? I do occasionally get orders from people, but seeing as we already have enormous bins full of soap, I don't really have to make any more. We just deliver. I've noticed some really odd occurrences lately, though, but they seem harmless, so I don't see much reason to worry. I heard that my husband was levitating the other day, which is really exciting. I'll have to ask him about it. Sometimes I feel as though some... other forces are about, but it's probably just me getting antsy after not doing much.

Title: Re: The Hastening of Doomforests

Post by: Dozebôm Lolumzalis on November 30, 2015, 03:04:32 pm

I would like to join the player list, and be dwarfed as a shady librarian.

Edit: Tekkud please.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **November 30, 2015, 03:15:20 pm** 

The second year has been archived! I would have done this earlier, but I was busy. Here's the link:

https://drive.google.com/file/d/0B0yyjT9zt6A\_ZnZsTXBpUWpJOU0/view?usp=sharing (https://drive.google.com/file/d/0B0yyjT9zt6A\_ZnZsTXBpUWpJOU0/view?usp=sharing)

Title: Re: The Hastening of Doomforests

Post by: mate888 on November 30, 2015, 05:31:02 pm

Quote from: jwoodward48df on November 30, 2015, 03:04:32 pm

I would like to join the player list, and be dwarfed as a shady librarian.

Edit: Tekkud please.

Consider yourself dorf'd, Tekkud! I wish you luck surviving till your year. Sometimes dwarves survive ridiculous amounts of time in this fort (like Taupe, Frankesteen and me) or they die instantly, like... Most of the Salemuks. That's why I don't dorf people into the militia anymore.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on November 30, 2015, 08:55:33 pm

So the tower of Sanctumcoal is important to the story somehow, I guess? I don't follow the story much.

Anyway, I did a bit of research. I found out the founder, Tikes Sprinkledtrampled, is the first and only law-giver of a human civilization that was wiped out by a titan in 7. Apparently she managed to survive the attacks and lived alone in the capitol for years. She became obsessed with her own mortality in 45, probably because she was the last member of a dead civilization, and began worshiping Sasmcith, the god of deformity, disease, blight, death, and suicide.

He granted her the slab Dustgut the Spurt of Mucks in 48, from which she learned necromancy. She raised several elves killed in a skirmish with goblins in 18 and left to build Sanctumcoal. The tower was completed in 50. She then wrote a shitton of self-referential books and the rest is history.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **November 30, 2015, 10:00:56 pm** 

Quote from: TheFlame52 on November 30, 2015, 08:55:33 pm

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Still not the least well-adjusted human civilisation on the continent.

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 01, 2015, 04:49:29 pm

Quote from: The Toad

Monster slayers can petition your fortress to go down and fight monsters once you discover the underground

That would be so useful right now...

Title: Re: The Hastening of Doomforests

Post by: Drazoth on December 01, 2015, 09:19:55 pm

D3 was wandering the woods. Not as good a place for thinking as the caverns, what with all that distracting sunlight and all. Still, he was deep in thought. While he may not be able to deal with the **source** of all this magic at the moment, there had to be a way to draw it out, slow down the absorption and buy time to deal with the source. There was that old plan he had made with The Dark One all those years ago, but only the bare bones of the infrastructure was done, not to mention it was sealed off from the rest of the fort. Besides, it was meant to draw magic from *elsewhere*. However, there was one thing that might work....

D3 rushed back into his room and shut the door. Locking it, he then moved to his desk and began looking through the drawers. Finding the proper documents, he began to read carefully, making notes in the margins, then on some scrap paper that was convenient. Hours passed as he calculated and sketched the blue prints. Once his work was done, he copied some of it to some fresh sheets, and wrote a letter. Since Hans and Kronk were both out of the question, and sending a construct would only hinder his goals, he took the letter and slid it under the recipient's door himself. After that was done, he returned to his room for some rum, and some sleep.

Letter to Mate the 888th:

<u>Spoiler</u> (click to show/hide) Dear Chief Inquisitor:

Last night whilst dreaming, I was granted inspiration for a most wonderful construction. This project would serve both as a monument to

Holy Armok, as well as provide a weapon for us to smite those who would dare oppose him. If you wish to know more, I am free to meet with you whenever you can fit me into your busy schedule.

Your Truely, Drazoth the Third.

# Title: Re: The Hastening of Doomforests Post by: mate888 on December 01, 2015, 10:47:19 pm

Quote from: Drazoth on December 01, 2015, 09:19:55 pm

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Your Truely, Drazoth the Third.

((Just as I was wondering what to do next))

### Journal of Mate the 888th, High Inquisitor of Doomforests

Absolutely nothing happens. The elves are still there, expecting us to buy more shit from them, and the buzzard rampage is slowly fading away after the alpha male had his leg chopped off by a crossbow bolt.

Gotta give credit to the marksdwarves, though. Even the elves looked jealousy at those quickscoping shooting skills.

But yes, I'm feeling quite bored now. You can always spy at massive blobs of muck brutally murdering troglodytes so many times before it becomes dull, and time seems to flow slower than before because of my boredom, I assume.

Yeah, I don't know what to d--

Oh! A letter from Drazoth?

A... Monument? To Armok? Yeah! That would help uplift the religious fervor here! Plus, I would have another excuse to engrave the shit out of something.

Also, I think I should take a look at that Don Pedro guy and his place, that is unconveniently positioned right next to the second level of my temple.

But first things first, I'll talk to my cousin, maybe send some of my zealots to... Negotiate with Don Pedro at his place, but the main priority is to build a monument. Finally something to do--

OH ARMOK NO

THEY ARE BACK! IT WAS NOT OVER! IT'S NEVER OVER!

Spoiler (click to show/hide)

```
The Dwarven Child grabs The Buzzard by the right wing with his right hand?

The Dwarven Child releases the grip of The Dwarven Child's right hand from The Buzzard's right wing.

The Buzzard's right wing.

The Buzzard sizes The Dwarven Child?

The Dwarven Child grabs The Buzzard by the fourth toe, left foot with his left lower arm?

The Dwarven Child punches The Buzzard in the right upper leg with his right hand, bruising the muscle?

The Buzzard bites The Dwarven Child in the right cheek, bruising the skin through the wig tail fiber cloaks?

The Buzzard latches on firmly?

The Dwarven Child breaks the grip of The Buzzard's beak on The Dwarven Child's right cheek.

The Dwarven Child charges at The Buzzard?

The Dwarven Child charges at The Buzzard?

The Dwarven Child collides with The Buzzard?

The Dwarven Child punches The Buzzard in the left upper leg with his right hand and the injured part is smashed into the body, an unrecognizable mass?

An artery has been opened by the attack?

The Buzzard gives in to pain.

The Dwarven Child releases the grip of The Dwarven Child's left lower arm on The Buzzard's fourth toe, left foot.

The Dwarven Child grabs The Buzzard's right foot with his right lower arm?

The Dwarven Child locks The Buzzard's right foot with The Dwarven Child's right lower arm and the right ankle collapses?

A ligament in the right ankle has been torn and a tendon has been torn?

The Dwarven Child releases the grip of The Dwarven Child's right lower arm on The Buzzard's right foot.

The Dwarven Child releases the grip of The Dwarven Child's right lower arm on The Buzzard's right foot.

The Dwarven Child releases the grip of The Dwarven Child's right lower arm on The Buzzard's right foot.

The Dwarven Child punches The Buzzard in the head with his right hand and the injured part explodes into gore!

**An artery has been opened by the attack!
```

Armok DAMN that kid is viscious! Maybe he'll be enlisted in the militia if when he reaches adulthood.

But yes, I should go talk to Drazoth. Likot will be sent to talk to Don Pedro. See if he is somehow linked to all those heretics that have been popping around lately.

Spoiler (click to show/hide)



And if Don Pedro is in fact linked with some sort of heresy, you can be completely sure I'll set them all on fire. <a href="Spoiler">Spoiler</a> (click to show/hide)

```
Olin Rîsentenshed, Elite Marksdwarf cancels Sleep: Interrupted by Buzzard.

'The Good Doctor' Koltatlosh, Doctor cancels Clean: Interrupted by Buzzard.
Olin Rîsentenshed, Elite Marksdwarf cancels Sleep: Interrupted by combat. Dastot Kadôlraz, Ranger cancels Pen/Pasture Stray Giant Gray Langur Child (Trained): Interrupted by Buzzard.
Thob Nudenavuz, Wood Burner cancels Store Item in Bag: Interrupted by Buzzard.
Iden Zozsåkzul has created a masterpiece *pig tail fiber cloth*!
Atîs Sobìrdodók, Carpenter cancels Pen/Pasture Stray Giant Gray Langur Child (Trained): Interrupted by Buzzard.
Zulban Obokmurak, Farmer cancels Harvest Plants: Interrupted by Buzzard.
Ast Oddomlikot, militia captain cancels Get Provisions: Interrupted by Buzzard.
Thob Nudenavuz, Wood Burner cancels Pen/Pasture Stray Giant Gray Langur Child (Trained): Interrupted by Buzzard.

'Adil Keskalsefol has created a masterpiece *pecan wood training spear*!
```

Man, buzzards are a worse threat to us than goblins. I wonder what Mr. Smuntsu thinks about it. Probably disappointment.

Also, I think I remember something...

Oh.

OH. I killed two dwarves.

Spoiler (click to show/hide)

```
Two Notable Kills

Senshuken III' Trammeledfenced the dwarf, d. 1062
Sodel Urnshrines the dwarf, d. 1066

Three Other Kills

Two crundles (9) in Doomforests
One troglodyte (8) in Doomforests
```

Well... They were heretics anyway, heathens, right? Worshippers of evil demons like Nifih, right? Right!? Why don't I remember!?

# Title: Re: The Hastening of Doomforests Post by: De on December 02, 2015, 12:06:12 pm

Not just two dwarves, you got one of the Senshukens! I wonder when that was. I thought third one had been killed by a FB that broke into the halls on one of Taupe's turns, but maybe I'm miscounting.

# Title: Re: The Hastening of Doomforests Post by: Drazoth on December 02, 2015, 07:01:08 pm

The High Inquisitor was wandering the fort. He had found some spare time and the idea of a monument to Holy Armok was something he could not resist. So he had decided to go looking for his cousin. It was not going well.

"Have you seen a dwarf? he's short, has a long beard and-- dammit! this will be harder than i thought!"

D3 wanders past on his way to the booze stockpile, as his rum had run out again.

"Hey, cousin!"

"Ah, there you are Lord Inquisitor. Are you free at the moment?"

"Yes... Not because I have absolutely nothing to do, of course... But oh well, what were you talking about a monument in the letter you sent me?"

"Let's go somewhere private to discuss this. Wouldn't want to risk some heretic over hearing."

D3 quickly filled up his bottle of rum and began to lead the Inquisitor to his office. D3 had planned ahead and had hidden his constructs, and made sure the only plans on his table were the ones the Inquisitor needed to see.

"It's a... Cozy place you dug for yourself here." Mate takes a look at the sketches, "Fond of drawing? Maybe I could take you into the engravers some day"

"My older brother Drazoth the Second was an engraver as a recall. Anyway, these are the plans for that monument. I like to call it the 'Chalice of Armok'."

"That sounds like something. Explain."

"Put simply, it is a giant Chalice with a hollowed out stem. The stem would be filled with pumps, for moving magma into the cup part of the chalice. If needed, or if we just want to roast some elves, we overfill the chalice to make magma flow out and smite those who dare oppose us or be elves.'

"Hm... Maybe that would please Armok and ease the destruction on the fort. Where should I build it?"

"I have an idea, but I need to work out how the 'plumbing; would work first. No point in building the thing if we can't get magma to it."

"Then it won't be above ground, I suppose."

"Not sure. Above ground would give it the best position for killing elves. There is an old project of mine from my first term as overseer that we can use to help build the magma pumps. Sadly, it's sealed off, as it was very much open to the caverns. With the right planning though, it may be possible to open up the area, and seal off the un-needed cavern access."

"I'll work out the best location for it soon. Till then, why don't you get our miners to do something useful and start mining ore, as you will need a lot to build this."

"Of course. What would be a chalice of Armok without it's amount of gold, encrusted gems and probably some other kind of ridiculously expensive material?... All for the good of the faithful, of course."

"Of course. I'll send a copy of the blue prints soon, with a note about the location."

"I'll be waiting for them"

"Very well. Before you go, I have a gift for you."

"Sure, what is it?"

D3 takes out a coin from his pocket. "Here. It's a good luck chram I got before I came here. May Holy Armok Watch over you." He gives the coin to the Inquisitor.

Mate grabs the coin and leaves the room. "Armok bless"

"Armok bless."

### Title: Re: The Hastening of Doomforests

Post by: mate888 on December 02, 2015, 08:26:06 pm

FPS: 1 (1)

### ARMOK WHY HAVE YOU FORSAKEN MEEEEEEEEEEEEEEEEEEEEEEEEEE!?

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 02, 2015, 09:27:17 pm

Pedro' Avuzèrith, NOYB cancels Sleep: Too depressed.

When your fort is so horrible that you manage to depress a demon, you know you are doing it right.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on December 02, 2015, 09:33:25 pm

Quote from: mate888 on December 02, 2015, 09:27:17 pm

'Don Pedro' Avuzèrith, NOYB cancels Sleep: Too depressed.

When your fort is so horrible that you manage to depress a demon, you know you are doing it right.

I blame you. Mate...

I would say "burn him, I want a new vessel", but as I plan n leaving the thread after my turn anyways... I may think of something more creative to do later.

### Title: Re: The Hastening of Doomforests

Post by: mate888 on December 02, 2015, 10:40:33 pm

\*Is happily browsing around 4chan\*

\*Remembers that DF was unpaused the whole time\*

Eh, probably nothing happened

\*Sees little red "c" on the corner of the screen\*

Probably the FB's killing trog--OH GOD NO

# **Journal of Mate the 888th**

MAGMA CRAB INVASION, I REPEAT, MAGMA CRAB INVASION!

EVACUATE THE FORGES, THE ARMY WILL BE SENT THERE SOON ENOUGH!

...And by soon enough I mean that the closer squad, the marksdwarves, are in the top level of the forge.

\*sigh\*

At least it's only two of them and the forges are almost completely empty. What damage could they cause?

Also, one of them is falling over again and again because of over-extertion.

Eh, I may have over reacted.

But well, as long as I don't have to do anything until I recieve the pla--

Spoiler (click to show/hide)

FPS: 100 (48)

The Monarch Has Arrived!

Your ruler has arrived with a full entourage. You are now a Mountainhome.

wot

US?

OF ALL THE SHITHOLES IN THIS UNIVERSE, YOU CHOOSE US!? YOU CRAZY BASTARD YOU WILL DOOM OUR CIVILIZATION Sorry, I had a little moment there. Now I'll have to dig out some royal chambers, or use the infamous golden room that is known for bringing bad luck and a painful death to its owner. Yeah, that sounds like a kingly residence.

The queen is walking throught an elf infested forest alone. She will find us trading with the elves and with a front gate filled with vomit... That's not the impression we want to give to our monarch, even if she is the reason why we all left the mountainhome in the first place... Also we don't want her mad.

Bad things happen when that bitch gets mad. Things like me getting banished into some doomed forest in the edge of the world and... Yeah. We don't want her mad.

CLEAN THE ENTRANCE OF ALL FILTH! YEAH, BY THAT I MEAN BOTH VOMIT AND ELVES!

Oh look, she's not alone, she's got another pompous slacker from the Town of Stroking! A militia commander, you say? Oh! Sure, come in, we will help you train with all the hellish monstrosities in our caverns...

AAAAAAAAAAAAAH WHY!?

Spoiler (click to show/hide)

Holdings:
No Office
No Quarters
No Dining Room
No Tomb
No Chests
No Cabinets
No Weapon Racks
No Armor Stands

Needs: Royal Dining Room
Needs: Royal Mausoleum
Needs: 10 Chests
Needs: 5 Cabinets
Needs: 5 Weapon Racks
Needs: 5 Weapon Racks
Needs: 5 Armor Stands

MY BODY IS NOT READY FOR THIS

Oh look, an outpost liason came too! I don't think she'll be as annoying as the quee--

Spoiler (click to show/hide)

Holdings: No Office
No Quarters
No Dining Room
No Chests
No Cabinets
No Weapon Racks
No Armor Stands

Needs: Throne Room
Needs: Great Bedroom
Needs: Great Dining Room
Needs: 3 Chests
Needs: 2 Cabinets
Needs: 2 Weapon Racks
Needs: 2 Weapon Stands

Kill me now.

The metal intern is being attacked by the magma crabs, but I have more pressing matters to worry about: three old, rich and pompous women that will get really angry once they enter the fort and notice that they are homeless. I need a drink.

Title: Re: The Hastening of Doomforests
Post by: De on December 03, 2015, 03:09:27 am

:0

Well I guess you achieved the goal set so many turns ago.... I have no idea how you did but you did mate888. \*slow clap\*

Title: Re: The Hastening of Doomforests

Post by: Dark One on December 03, 2015, 03:47:22 am

### **Journal of Dark Two**

I knew the buzzards were evil! They even attaked a child, bloodthirsty beasts.... and now a pair of magma crabs attacked our forges. This must have something to do with demons. From all the hellholes, this one might be the most attractive for them. Knights reported that Don Pedro is depressed. It must have happened after meeting with us.... Well, now I need to send him something.

Spoiler: Letter to Don Pedro (click to show/hide)

To Don Pedro,

We do everything to keep our residents happy and drunk. We send you these barrels of rum, so you can drown your sadness.

Klan-Master Dark Two The Order of The Ale

This would be enough. I heard rumors that our monarch have finally arrived. We're a mountainhome now!

\*\*\*\*\*\*

After reading the journals, there was only one thing that Klan-Master could do - search the caverns for Dark One's hideout. He gathered knights and prepard equipment, then they entered the caverns. They were lucky that Forgotten Ones were busy with troglodytes, so they could go on freely. The journals led them to a collapsed structure with some kind of altar built on top of it. They couldn't come closer though, as there was a strange magic field that inducted strong pain in anyone trying to force it. But Klan-Master couldn't stop right now. He took a strong potion that stopped pain, and tried to force it. But the potion was too weak, he was overwhelmed by unthinkable torment. Suddenly it just stopped and he could go to the altar. His knights were still blocked however.

The altar was a small structure placed atop a rock. There were two unlit candles and a huge termite skull between them. There was also an old, worn out robe and kobold bones. He tried to touch the skull, but then the skeleton started to twitch, shudder and move! With low, booming voice it said

- You are the first to break through the barrier left by my master. Light up the candles, touch the skull, and kneel before him!

After a moment of hesitation, Dark Two did as the skeleton said. Suddenly everything started to fade away into void with his last words:

- Very well. Await my master mortal!

Nothing. Dark Two was surrounded by endless void, with no means of escape from this strange realm. Suddenly a robed dwarf with a strange rod in his hand appeared. He looked strange, fading in and out of reality. He said:

- You have finally achieved your goal, my descendant. I have awaited you.

Dark Two considered if this was reality, or just a fever dream. He didn't know how he could even speak in this void, but then Dark One said:

- This is my realm, here our minds are one. Let me answer all your questions...

Suddenly Klan-Master felt energies rising in his body, and then strange, colourfull stream flowed into his head. He saw, felt and knew everything that his predecessor did. Nightmares, love with Geshud and jealousy towards Osp Shockedroomed, horrors of Sanctumcoal and all the brainwashing did by necromancers, puppet mastery of Drazoth the 3rd, cult wars, his research and finally Shorast Strangerways and last battle with Mate the 888th.

Dark Two received answers to almost all of his questions. It was Dark One's time to speak again:

- This is the end mortal. I have found enlightenment in non-existence. I exist, and do not exist at the same time, Klan-Master. It's a paradox your "friend" Drazoth would well understand. But let me tell you one thing.... When the time comes, Armok would bring the world back upon the anvil of creation. But before that, everything needs preparation. I am awaiting the call of Armok. It might happen today or thousands of years later, but it has to be done.

After a while of silence, he says again:

- Now you know everything. Before we say goodbye, take this.

Dark One gives a ring with strange, yellow jewel and a small charm without any density to the Klan-Master.

- Use them wisely. We may meet again when the time comes.

Suddenly Dark Two was back in caverns. Ring on his finger, charm socketed in his sword. Knights told him that he stood there and did nothing for a good while. Only Klan-Master knew what happened there.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on December 03, 2015, 10:42:13 am

# Journal of Psycho II

Business as usual, at least for a time. The buzzards have been absolutely ravenous lately, something's definitely not right. The others seem to have a lot more pressing matters to attend to as far as they're concerned, so if worse comes to worst, I may have to look into it myself. At least it will give me something more to do. Not that I don't enjoy my job.

Wait, the queen is here!? I thought that many of our people came here to get AWAY from the monarchy... I just don't know what's going on anymore. Hooray for being a mountainhome I suppose.

I saw Dark and the Order going down into the caverns. Maybe they found something worth investigating. Or maybe... Oh I hope it's nothing dangerous.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on December 03, 2015, 04:29:35 pm

The news spread quickly through out the fort. The queen had come. D3 was smiling. He had been wondering if the bribes had been enough, but now it seems that they had been. Things were going well for him. Though he knew it was risky, he decided that this should be reported directly. After casting all the concealing wards he knew, he cast a new spell, one recently developed by number 5. Before him, a glowing green shape took form.

What is it that you want 3? This had better be important.

"The queen has arrived in DoomForests Mother. I am ready to begin Phase 2 now."

Very good my son. You have accomplished more than both of your elder brothers. Now, what about this Don Pedro that I have heard about? Is he still a threat?

"I don't believe so, however, I am working a counter measure just in case. If I don't end up needing it, I can have it in reserve for any future threat."

Very well my son. Let me know when you are ready to move onto phase three.

" Yes mother."

With a maniacal cackle, the image disappears, and D3 is alone once more.

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 03, 2015, 05:03:09 pm

WHY ALL THE MINERS IN THE FORT HAPPEN TO BE SOLDIERS!? FUCK YOUR DUTY TO THE PEOPLE! AN OLD, POMPOUS BITCH NEEDS A PALACE BUILT UNDERGROUND! GO NOW AND WORK!

Title: Re: The Hastening of Doomforests

Post by: Drazoth on December 05, 2015, 04:59:37 pm

Hello, anybody home? Anybody alive?

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on December 05, 2015, 05:55:47 pm

I was about to say the same thing.

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 05, 2015, 10:37:23 pm

### **Journal of Mate the 888th, Overseer of Doomforests**

Well, after some planning, I finally prepared the palace for the queen and the liaison. If only they had told us that they were going to come here before they got here asking for a house... Spoiler (click to show/hide)



Oh well. Now I'll have to see to the magma crab problem. The metal intern has beaten one to death and the other is hiding in a corner, being ignored by everyone else. Maybe they are not that bad after all--Spoiler (click to show/hide)

```
The Magma Crab graps the Planter by the right hand with her right wing! Planter's right hand.

The Magma Crab's right wing from The Magma Crab's right wing from The Magma Crab's right hand.
As Luslemunib, Planter: Help! Save me!
```

Oh... I... Forgot that magma crabs were able to... Spit magma on their victims... Now she's on fire... This is bad.

And the marksdwarves aren't even halfway there yet!

Nevermind, they are here! Or, one of them, at least. Also a brave glassmaker decided to charge into combar, dodging the glob of molten rock and--DROKLES WHAT THE FUCK ARE YOU DOING HERE?!

<u>Spoiler</u> (click to show/hide)

Well, he dodged it too. That was a close one.

The glassmaker sidesteps, dodging another glob while Drokles II jumps at the crab!

Spoiler (click to show/hide)

```
The Manager punches The Magma Crab in the right wing with his left hand, fracturing it!
```

Perfectly synched! Too bad Drokles only has one leg now and he's on fire and stuff...

Even though one of his legs is on fire, Drokles still manages to jump away from the magma, avoiding certain death while the marksdwarf charges at the crab because he forgot to bring bolts down here!

While the glassmaker retreats and Drokles quietly sits there, melting, the marksdwarf dodges every glob of magma the black crab spits at him, still advancing!

No! The flying magma has striken the poor bastard in the chest! But wait...

```
Spoiler (click to show/hide)
Onget Unâlthîkut, Marksdwarf
"Onget Bluntbook"
Kill magma crabs
```

He's not burning! His steel mail shirt faith in Armok stopped the magma! It's a miracle!

Another marksdwarf showed up! Also without bolts! What the fuck were they expecting to do!?

A brewer charges at the crab from behind! He dodges the magma spit and starts brutally stabbing it with a spear!

Spoiler (click to show/hide)

```
The Brewer attacks The Magma Crab but She jumps away!
The Brewer attacks The Magma Crab but She jumps away!
The Marksdwarf kicks The Magma Crab in the body with his left foot,
chipping the chitin!
The Brewer scratches The Magma Crab in the left wing, chipping it!
The Marksdwarf charges at The Magma Crab!
The Marksdwarf collides with The Magma Crab!
The Magma Crab is knocked over!
The Marksdwarf bashes The Magma Crab in the left wing with his (*«+bronze crossbow+»*), fracturing it!
The Brewer stabs The Magma Crab in the right wing with his =steel spear=,
fracturing it!
```

Finally, with a mighty bash, the marksdwarf crushes the crab!

Well, this ended up better than expected. Only two burning dwarves, and the army prooved not hilariously incompetent for a change! Drokles is not unconcious, but he's still not moving. His burns are bleeding heavily and his lower body is melted. Meanwhile, the planter is running upstairs through the old depot stairway. Maybe the snow and water will stop the flames--

No, wait, the Queen is outside! If the first thing she sees is a burning planter, she will get really mad, and what is worse, she'll blame ME! Oh Armok no!

Oh, well, it seems the fire faded out while she was desperately running upstairs, and only the fat of her lower body melted. So, good on you, Äs! You had a bad time, but in exchange you got a thinner body! And extreme pain, and difficulty to move your legs

Well, okay, it was still a terrible experience.

Now back to digging the palace.

Heh. Our trader just traded a bucket a set of elven boots, a bunch of clay and two roosters. Granted, it was a pretty nice bucket, but still, come on! This stupid elves overestimate iron.

As I walk down the farms, I see a trail of blood, leading to the entrance of the back tower. Senshuken VII was standing near the door, a somber look on his face. I ran upstairs. There he laid. Ognet Unalthikut, the marksdwarf, he who bravely fought the magma crab, dodging most of his spits. I guess the steel shirt stopped the magma, but the sheer force of the impact broke his ribs and cutted his heart. He was mortally wounded even before he started fighting, and he still won. He still killed the crab. Maybe if he had brought some fucking bolts with him... \*sigh\*. I guess it's time to build this fort's 825th coffin. Yes, I counted them. A furnance operator was quick on stripping him of his belongings and carrying him naked to his coffin. He was a brave warrior, his body rests with his kin and his soul is now getting absolutely shitfaced in Armok's Halls...

Heh. Lucky bastard.

Also, on a separate note, Drokles is also fine, right now, the magma only removing his fat, making him a thin, if also horribly disfigured dwarf. So, in theory, Ognet was the most unlucky of them all, as his armor actually hurted him more than the crab's spit. Why this kind of shit only happens to our soldiers?

Title: Re: The Hastening of Doomforests Post by: mate888 on December 05, 2015, 11:12:24 pm

Also, on another note, the Queen is not the raging cunt that she used to be back when I lived in the old mountainhome. She is working now. She is cleaning the blood of poor Ognet, and she's not complaining about it, either! She seens to be comparatively calmer than how she was in the old capital. She likes working, is nice to the "plebians" (although she stills calls us "plebians") and she appears to be a good axedwarf, making me even more grateful of fleeing to this shithole when she told me that she was going to personally cut my head, arms, legs and beard off. She doesn't seem to annoyed of not having her royal rooms built yet, either. She said that she will wait and sleep in a normal bedroom like us plebians. Wich sadly means Ognet's room, but hey, she's not pointing at me and scraming "Off with his head!", so it's still progress.

<u>Spoiler</u> (click to show/hide)

"I finished up some work. I am very satisfied." She feels satisfied at work. Within the last season, she felt pleasure near a fine Table. She felt pleasure near a fine Seat. She felt pleasure near a fine Seat. She felt pleasure near a fine Seat. She is married to Rith Minedgift and has three children: Zas Tunnelfurnace, Sigun Rivertin and Cerol Torchflew. She is the daughter of Ducim Workclam and Udib Salveopened. She is a casual worshipper of Odur the Beard of Periwinkles, a worshipper of Tunur Playgilds and a worshipper of Olnen Focuslesson. She is a citizen of The Town of Stroking. She is a member of The Creation of Girders. She is a member of The Hall of Mortality. She is a former member of The Everseeing Portal. She is the queen of The Town of Stroking. She arrived at Okbodfotthor on the 9th of Slate in the year 1070. She is one hundred sixty-seven years old, born on the 4th of Limestone in the year 983.

She is weak and skinny. Her very long hair is neatly combed. She has a narrow chin. Her extremely tall ears have large hanging lobes. Her eyebrows are quite dense. Her eyelashes are short. Her head is somewhat narrow. Her hair is white. Her skin is pink. Her eyes are amethyst.

She is quick to heal, but she is weak, clumsy and very quick to tire.

Libash Isakkol likes puddingstone, rose gold, resin opal, cotton plant fiber fabric, picks, high boots, amulets, guineafowls for their social nature and fire imps for their terrifying features. When possible, she prefers to consume sand pear cider. She absolutely detests jumping spiders.

She has an amazing memory, but she has poor focus and a shortage of patience. She has an amazing memory, but she has poor facus and a shortage of patience.

Like others in her culture, she has a great deal of respect for the law, greatly prizes loyalty, values family greatly, sees friendship as one of the finer things in life, believes that honesty is a high ideal, greatly respects artists and their works, really respects those that take the time to master a skill, deeply respects those that work hard at their labors, respects fair-dealing and fair-play, values cooperation, finds merrymaking and partying worthwhile activities, values martial provess, values leisure time, respects commerce and finds nature somewhat disturbing. She personally considers craftsdwarfship to be relatively worthless and doesn't respect a society that has settled into harmony without debate and strife. She dreams of raising a family.

She presents herself modestly and frowns on any flashy accoutrements. She enjoys being in crowds. She accepts favors without developing a sense of obligation, preferring to act as the current situation demands. She tends to share her own experiences and thoughts with others. She tends to think before acting. She rarely feels discouraged. She is quick to form negative views about things. She can handle stress. She doesn't seek out excitement. She has a greedy streak. She is somewhat uncomfortable around those that appear unusual or live differently from herself. She doesn't cling tightly to ideas and is open to changing her mind. She tonds working day. A short, sturdy creature fond of drink and industry.

Wichever elvish magic weed or yoga classes she took while at the former capital, they worked.

Title: Re: The Hastening of Doomforests Post by: TheFlame52 on December 06, 2015, 03:30:30 pm

Wait a god damn second.

weak and skinny TALL EARS

SHE'S AN ELF!

Title: Re: The Hastening of Doomforests

Post by: Drazoth on December 06, 2015, 07:20:16 pm

Given the current FPS, i think that the thread needs a new title. Besides, we've had this one for a while now.

My suggestion: MountainHome DoomForests (Yes, I am bad with names)

Title: **Doomforests: Pimp my Mountainhome edition** Post by: mate888 on December 06, 2015, 08:59:11 pm

Quote from: TheFlame52 on December 06, 2015, 03:30:30 pm

Wait a god damn second. weak and skinny

SHE'S AN ELF!

TALL EARS

Nah, she's still short and sturdier than most elves. Although having a female version of Cacame with us wouldn't be that bad at all.

**Journal of Mate the 888th, Overseer of Doomforests** 

Our beloved queen decided to issue a mandate. She says that she wants a pair of high boots. Yes, she made her shopping list into an official mandate.

```
<u>Spoiler</u> (click to show/hide)
 FPS: 100 (25)
 Libash Isakkol, "Libash Spatterwheel", queen
Owned Objects:
 14
Holdings:
Mandates:
 Make high boots (2/2)
```

Well, thankfully we alredy have a pair of high boots we bought from the elves totally created in this fortress. Yes, 100% product of dwarven shoemakers!

<u>Spoiler</u> (click to show/hide)

Avuzèrith, NOYB has slipped into depression...

Poor sod... But oh well, Doomforests is no place for the weak-minded, even if they have links to some demonic shenanigans or whatever. Also, we have a giant canarian from hell knocking at our doors walls.

Spoiler (click to show/hide)



The palace is getting along nicely! I ordered the dwarves to channel a small space in the entrance hallway, both to place a drawbridge to cover the entrance should things in the fort get ugly, and also, as a way to make sure that we can... Dispose of our beloved queen should she get annoying again.

Spoiler (click to show/hide)



Also, on a separate note, the lovely native wildlife of the cavers is taking care of that ugly sentient blob of vomit. A toad, or maybe we should call it THE Toad for its undeniable badassery, has broken the blob's body. Then the fight turned into a jump fest, but at least one of the three or four lovecraftian horrors we have around the fort is weakened now.

Spoiler (click to show/hide)

```
The Giant Toad bites The Forgotten Beast in the body, fracturing it!
The Forgotten Beast attacks The Giant Toad but He jumps away!
The Giant Toad attacks The Forgotten Beast but It jumps away!
The Forgotten Beast attacks The Giant Toad but He jumps away!
The Giant Toad attacks The Forgotten Beast but It jumps away!
The Forgotten Beast misses The Giant Toad!
'The Forgotten Beast attacks The Giant Toad but He jumps away!
```

Spoiler (click to show/hide)

If you haven't heard it yet you don't deserve to exist

https://soundcloud.com/simonswerwer/koganusan?in=simonswerwer/sets/dwarf-fortress-soundsense

(https://soundcloud.com/simonswerwer/koganusan?in=simonswerwer/sets/dwarf-fortress-soundsense)

Meanwhile, at the top level, our miners sing an old dwarven song while digging up the palace. It tells the story of an ancient fortress, incredible suffering, insanity, magma and a final battle between dwarf, goblin and elephant. And I think a boat got murdered in some part or something, I don't know. I hope our queen enjoys this free song service from the unpayed workers of her own personal castle. -Unpayed!?

-Yes, Urist, you heard me. Unpayed. Now keep digging.

Well, the palace is completed, and the smaller living for the liaison is being dug.

Spoiler (click to show/hide)



A productive couple of months this were, if so somehow painfully slow...

### Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **December 06, 2015, 09:06:03 pm** 

Those pillars are crooked.

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 06, 2015, 09:52:35 pm

Quote from: TheFlame52 on December 06, 2015, 09:06:03 pm

Those pillars are crooked.

Thank God you told me that. I fixed it now.

# Journal of Mate the 888th, overseer of Doomforests

Hm... Now that I made this huge palace for the queen and a frankly very nice housing for the liaison, I've been thinking... Why don't I get to have any of those? I mean, I don't mind my small, cozy bedroom, or having to eat with the rest of the fort, I know most of this dwarves, after all. But why don't I have an office? Or a glorious tomb? I'll fix that right away! First of all, I'll make the tomb, one fit for a messanger of Armok such as myself. It'll be close enough to my bedroom so if I get murdered in my sleep, I'll be easily transported to my mausoleum.

I'll make my office north on this level, or maybe I'll make it connected to the Cathedral.

Spoiler (click to show/hide)



The tomb



The office

((Also, if anybody else wants to be dwarfed, please ask, it would be nice to have more named dwarves in the fort))

### Title: Re: The Hastening of Doomforests

Post by: Sacasco on December 07, 2015, 12:29:08 pm

Quick bit of administration: is the turn list somewhat along these lines after mate888?

exodius1 TheFlame52

jwoodward48df

Kevral

TechnoXan? Me (Sacasco)

Gwolfski

Sanctume

Taupe Drazoth

PsychoAngel

That's from browsing back through the last 22 pages of this thread. I merely searched for the word "turn", so if anyone has requested a turn without using that term, I'm afraid they won't show up here. I believe exodius1 is next, as they were after mate888 on Drazoth's turn list from page 106, which I did not verify.

TheFlame52 is on Drokles's turn list at the start of the thread, but I could see no other evidence of that. I think we should assume they do want a turn unless they confirm

TechnoXan seemed rather hesitant in proposing themselves for a turn, so don't be surprised if they no longer want one. Many others have said little or nothing on this thread since requesting a year, but maybe they like me have merely felt they had nothing to add. On that note, could everyone who wants a turn please re-confirm their application? (I'd like to do thus here.) I don't think turns should be missed out for not doing so, but it could speed up the process considerably.

### Title: Re: The Hastening of Doomforests

Post by: Taupe on December 07, 2015, 02:14:42 pm

I should be on that list somewhere, so just put my name at the bottom.

## Title: Re: The Hastening of Doomforests

Post by: Drazoth on December 07, 2015, 03:04:04 pm

Add me to the bottom as well please. I can't let this place go out from my direct control for too long, now can I?

### Title: Re: The Hastening of Doomforests

Post by: Sacasco on December 07, 2015, 04:48:46 pm

The list is updated. I'll be happy to put you back in your correct places if you can point me to them, but I'm afraid I'm not willing to check back through the whole thread again.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on December 07, 2015, 05:06:23 pm

I want that turn, I just don't post often.

### Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on December 07, 2015, 06:11:22 pm

After teaching my friend how to play DF a while ago, I've been getting back into the game. Inevitably this means that Psycho will come back to the rutile hat. (Add me to that list!)

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 07, 2015, 06:54:08 pm

### Journal of Mate the 888th

The Queen's palace, my tomb and the liaison's place are all dug and being smoothed. Everything seems to be fine by no--

Spoiler (click to show/hide)

• Uvash Edoscilob, militia commander cancels Sleep: laken by mood. → Uvash Edoscilob, militia commander has been possessed!

shitshitshitshit

Something (I'm betting on Nifih) posessed the militia commander that came with the queen. Let's hope she doesn't kill somebody if this goes wrong.

Spoiler (click to show/hide)

Uvash Edoscilob has claimed a Craftsdwarf's Workshop.

Okay... It begins...

Well, she went downstairs and started grabbing rocks and shit by herself, so I think that the construction will go without problems.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on December 07, 2015, 08:47:38 pm

By the way, is the rutile cap still there? Has anyone been able to get someone to wear it?

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **December 07, 2015, 09:34:00 pm** 

Quote from: Drazoth on December 06, 2015, 07:20:16 pm

Given the current FPS, i think that the thread needs a new title. Besides, we've had this one for a while now.

My suggestion: MountainHome DoomForests (Yes, I am bad with names)

I like "Doomforests: Baffling monarchy edition"

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **December 07, 2015, 09:47:05 pm** 

Quote from: Taupe on December 07, 2015, 09:34:00 pm

Quote from: Drazoth on December 06, 2015, 07:20:16 pm

Given the current FPS, i think that the thread needs a new title. Besides, we've had this one for a while now.

My suggestion: MountainHome DoomForests (Yes, I am bad with names)

I like "Doomforests: Baffling monarchy edition"

Yes, that's much better than my idea.

Instead of posting links to individual years of my archive, how about instead i just post a link to the folder that's holding it, and Drokles puts it in the OP?

At any rate Here's the link: https://drive.google.com/open?id=0B0yyjT9zt6A\_YkQxeXhQajRfZTg (https://drive.google.com/open?id=0B0yyjT9zt6A\_YkQxeXhQajRfZTg)

I've started on year 3, expect it up later this week.

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 07, 2015, 10:13:22 pm

Quote from: TheFlame52 on December 07, 2015, 08:47:38 pm

By the way, is the prutile capp still there? Has anyone been able to get someone to wear it?

Nah, it's still, there, waiting to be snatched by a 'bold.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on December 07, 2015, 10:47:01 pm

Dunno, but I do have a name for the thread:

Relative Peace in Doomforests: We're a Mountainhome Now!?

Title: Re: The Hastening of Doomforests
Post by: mate888 on December 08, 2015

Post by: mate888 on December 08, 2015, 12:36:19 am

Quote from: PsychoAngel on December 07, 2015, 10:47:01 pm

Dunno, but I do have a name for the thread: Relative Peace in Doomforests: We're a Mountainhome Now!?

Doomforests: Pimp my Mountainhome Edition.

Journal of Mate the 888th

Well, while the soon to be exorcised Uvash is still working on her misterious proejct, I order the miners to dig deeper and to also grab some of the gold that is found at the very bottom of the staircases, near the magma sea.

Meanwhile, I think I will go see if Drazoth has the plans for the shri--

Spoiler (click to show/hide)

A vile force of darkness has arrived!

Press Enter to close window=

Oh no! A single goblin and a troll! How terrifying! No, wait, five trolls! No, wait... Zero and a goblin.

Hah! They aren't even trying anymore. Maybe I'll let this one shegoblin live. She's an archer, too. Maybe I'll let her come close to the entrance and get trapped in a cage trap. We could put her in Sumntsu's office, get him a friend.

<u>Spoiler</u> (click to show/hide)

A medium-sized humanoid driven to cruelty by its evil nature.

Her hair is extremely long. She is tall and incredibly skinny. She has a very broad chin. Her nose bridge is convex. Her sunken red eyes are wide-set. Her somewhat splayed out free-lobed ears are very short. Her hair is carmine. Her skin is dark green.

She is ugly as sin, but our dear minister has spent around a decade without speaking to anyone of his species, so maybe they'll get along. Oh. She left. Oh well, sorry, Smunstu, better luck next siege. I mean, I COULD put the four gobbos caged downstairs in your office, but they are too far away.

Also...

Spoiler (click to show/hide)



I remember I heard about some miner finding adamantine before melting in magma, but I tought it was all bullshit! This... This is beautiful! I... I'm wondering why nobody has tried to dig this shit up before! I know about the legends of the demons, buried in their adamantine prision, and I also heard the stories on how they can influence the minds of people, making them go insane in suicidal grief or berserk rages. I'll just dig *some* adamantine, and there is a lot of magma sea under this specific mineral, so I'm pretty sure we are a bunch of vertical urists away from hell.

Also, of course, I know Armok would be displeased if I released the demons, but on the other hand, he DID told me to "make a fucking spectacle!" of my death... Also it's shiny. Sooo shiny...

Spoiler (click to show/hide)



AAAAAAAAAH! YES! MINE IT, BEAUTIFUL MINER DWARF! MINE IT, MINE IT! Forget gold! It's beauty and worth pale in comparison to that of adamantine! DIG IT! DIG IT!

Spoiler (click to show/hide)



Come oooon... Just a couple more strikes with your pick... Spoiler (click to show/hide)



### Journal of Mate the 893rd

Well, my uncle, the 888th, has been taken to the hospital after the miners found that he was on the ground, shaking and drooling uncontrollably, and also apparently having an orgasm after he touched the adamantine they had dug. He'll be okay, I'll document what happens in the fort in the meantime. Also, it's official: we have adamantine now! Not bad for a city that started as a small frontier outpost in a forest in the middle of nowhere, eh?

## Title: Re: The Hastening of Doomforests

Post by: Sacasco on December 08, 2015, 10:47:01 am

PsychoAngel, you're now on the list.

When it comes to names, it seems a bit strange to change it now, to me, as I'm pretty sure it's been the same since I started reading it. Don't get me wrong, I have absolutely no problem with changing the name, but it feels odd.

As to the adamantine, well don't worry, mate888, I'm sure we'll survive an encounter with HFS. I've no idea how, but I'm sure we will. Maybe we should wait until Taupe's turn, or would that be greedy of Taupe?

### Title: Re: The Hastening of Doomforests

Post by: Gwolfski on December 08, 2015, 11:24:10 am

what is the fps like?

also, confirming my turn request

# Title: Re: The Hastening of Doomforests

Post by: exodius1 on December 08, 2015, 11:38:05 am

Don't you bleeding touch the adamantine! I Need it for my turn!

I was also wondering why nobody touched it, does really noone here know the Safe Method?

### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on December 08, 2015, 11:52:16 am

I considered it, but I didn't want to be that guy. I'll start making menacing spikes for a spike hallway when my turn rolls around.

# Title: Re: The Hastening of Doomforests

Post by: mate888 on December 08, 2015, 10:22:08 pm

# Journal of Mate the 888th, Overseer of Doomforests HOLY MOTHER OF ARMOK WE ARE SO FUCKING RICH

Spoiler (click to show/hide)



I ordered the metalsmiths to forge a warhammer with some of the recently mined adamantine for me (and the future Head Inquisitor/hammerer) to use. This is so glorious, we may even be able to kit the Constructive Cusps or the Order of the Ale in adamantine weapons and armor! How glorious would be that? And not to mention the sheer amount of uristbucks we would get by selling some of this light blue beauty! And the migrants! They would flock by the hundreds into this new capital city of ours in search for riches! Wich is not necessarily a good thing, but we would get many more haulers, harvesters, holediggers and meatshields, wich is always useful. Spoiler (click to show/hide)



The humans have come! Great! They'll tell the world stories of our riches once we sell them exactly one raw adamantine for whatever useless shit they are bringing with them! Also, maybe some wafers, as TechnoXan II and another two dwarves too irrelevant for me to name are now in strand extraction duty.

Although I'm still a bit distrustful of the humans, the ones we trade with come from Mong Desa, wich doesn't seem to be infected by the curse of Nifih. I'll still take precautions, though, and I'll be ready to mobilize the army and kill every single tallfolk in this city if one of them turns. I'm not taking chances. Not now that we have adamantine a queen to protect.

((OOC: Does anyone know how to fix the tileset? I'm using phoebus and the human swordsmen look like kobolds. Maybe I should go to the dark !!FUN!! side of the force and use ASCII?))

Also, I think I'm going to build a small "shelter" of sorts for the miners. Build them some craftdwarf shops so that the adamantine doesn't have to go up hundreds upon hundreds of urists to be extracted into strands. I will not, however, build forges in the mines, as it is extremely tedious, expensive and dangerous. One strike with a pick in the wrong rock and the adamantine miners would be burnt, destroyed and lost forever.

I will build some beds for the miners, maybe a couple of chairs and a table if they want to have a snack, so that they don't stop their invaluable labor of mining adamantine for such menial labors like sleeping or eating or spending time with their families. Maybe I could add a door and a couple of cheap weapons so that if we actually do breach into the circus, the miners can distract the evil creatures from hell while we seal the mines at a safe distance.

Spoiler (click to show/hide)

Uvash Edoscilob has begun a mysterious construction!

Please do something useful... Spoiler (click to show/hide)

Uvash Edoscilob, militia commander has created Nothisvathsith Enenzuntîr, a marble earring!

Press Enter to close window

\*sigh\*

<u>Spoiler</u> (click to show/hide)

Nothisvathsith Enenzuntîr, "Grievesquares the Ill Anvil", a marble earrng

This is a marble earring. All craftsdwarfship is of the highest quality. It is encrusted with oval marble cabochons, studded crundle bone and encircled with bands of point cut crystal glass gems. This object menaces with spikes of sterling silver, prase and but the other is an image of Dodók Ochrebrightness the dwarf and Nawara Fatedburies the Dead of Dusk the night troll in marble. Nawara striking down Dodók Ochrebrightness. The artwork relates to the killing of the dwarf Dodók Ochrebrightness by the night troll Nawara The Rapid Hill in 927.

On the item is an image of a raspberry bush in chrysocolla.

Not even a very original earring, either. Just the typical "dwarf getting brutally slain by a night troll" engraving we see every day in the walls.

Now, Back to the mines, where I can rest knowing that the miners will probably spend the rest of their natural lifes in, after the construction of the "Miner's Diner" down here.

Spoiler (click to show/hide)



I'll just stockpile some food and booze there and they'll be set until we run out of tetrahedrite, adamantine and gold.

Title: Re: The Hastening of Doomforests

Post by: Taupe on December 08, 2015, 11:45:27 pm

Quote from: Sacasco on December 08, 2015, 10:47:01 am

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I'm really good at saving fortresses by (http://www.bay12forums.com/smf/index.php?topic=151909.1050) unleashing hell, to be honest.

Title: Re: The Hastening of Doomforests
Post by: mate888 on December 09, 2015, 07:41:02 am

Quote from: Taupe on December 08, 2015, 11:45:27 pm

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The thing is, dwarves aren't good at surviving, they are good at *barely* surviving. Thus, in a situation where a human would die instantly, a dwarf would get out of there alive. Granted, he would lack an arm, a leg and he would be deeply traumatized, but he would be alive. The same can be said for human and dwarven civilizations. Things that would destroy a human city (such as flying snails from hell, demon goats and vampires) would not be able to destroy a dwarven fort. Yes, more half of it would be unusable, and the amount of living dwarves would not be over three, but the fort would still stand.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on December 09, 2015, 03:58:51 pm

Hi guys! :D Sorry it has been a while and I will (try) to catch up on RP, but I have been keeping up and about my turn. I am OK with taking a turn if there is a cancellation or something, but my schedule is erratic and I can go a while without free time so if and when I ever get a turn. I might need to stop early, if that is ok then we are good to go on my turn. If not, ah well too bad. :) Love all the RP by the way guys! I will try to hold my end up! ;)

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **December 09, 2015, 05:23:23 pm** 

Quote from: mate888 on December 09, 2015, 07:41:02 am

Quote from: Taupe on December 08, 2015, 11:45:27 pm

Quote from: Sacasco on December 08, 2015, 10:47:01 am

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...I once drove off a necrothreader invasion at Necrothreat by unleashing hell. There were two dwarves left alive afterwards. I managed to rebuild the fortress from just that.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on December 09, 2015, 06:08:54 pm

Quote from: TheFlame52 on December 09, 2015, 05:23:23 pm

Quote from: mate888 on December 09, 2015, 07:41:02 am

Quote from: Taupe on December 08, 2015, 11:45:27 pm

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and now im fixing the mess. again, mind you

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 09, 2015, 09:04:04 pm

# Journal of Mate the 888th, Overseer of Doomforests

Drazoth has spent quite a while on the deep mines, near the adamantine. He said that he was there to build the craftdwarf's shop, but he's taking his time if that's what he's really doing down there... I don't blame him, though. Raw adamantine is truly a sight to behold. Anyway, I'll go take a look at the trade depot, let's see how everything's doing and--

Spoiler (click to show/hide)

```
The Goblin Swordsman stands up.

Ngerxung Dangsangösm, Goblin Swordsman: My clothes are in tatters.

I'm terribly bitter about this...

The Goblin Swordsman attacks The Furnace Operator but He jumps away!

The Goblin Swordsman misses The Furnace Operator!

Ngerxung Dangsangösm, Goblin Swordsman: I was released from confinement. Such freedom I fee!!

The flying \(\frac{1}{2}\) copper bolt\(\frac{1}{2}\) strikes The Goblin Swordsman in the right upper leg, tearing the muscle and bruising the bone!

A tendon has been torn!

The Goblin Swordsman falls over.

Ngerxung Dangsangösm, Goblin Swordsman: I am wearing old clothes. I'm terribly bitter about this...

Ngerxung Dangsangösm, Goblin Swordsman: I was confined. I'm very angry.

Ngerxung Dangsangösm, Goblin Swordsman: My clothes actually rotted right off of my body. I'm terribly bitter about this...

The Goblin Swordsman misses The Spearmaster!

The Spearmaster stabs The Goblin Swordsman in the right upper leg with her \(\frac{1}{2}\) stordsman misses the Spearmaster!

The Spearmaster stabs The Goblin Swordsman in the head with her \(\frac{1}{2}\) steril by the tatack and a tendon has been torn!

The Goblin Swordsman gives in to pain.

The Spearmaster stabs The Goblin Swordsman in the head with her \(\frac{1}{2}\) steril by sear \(\frac{1}{2}\) terriby in the wound!

The Spearmaster pulls on the embedded \(\frac{1}{2}\) steril by ear \(\frac{1}{2}\).

The Spearmaster stabs The Goblin Swordsman in the head with her \(\frac{1}{2}\) steril by sear \(\frac{1}{2}\) and the embedded \(\frac{1}{2}\) steril by the dead with her \(\frac{1}{2}\) steril by ear \(\frac{1}{2}\) and the embedded \(\frac{1}{2}\) steril by ear \(\frac{1}{2}\) and the embedded \(\frac{1}{2}\) steril by the elecal spear \(\frac{1}{2}\) and the embedded \(\frac{1}{2}\) steril by the elecal spear \(\frac{1}{2}\) and the embedded \(\frac{1}{2}\) steril by the elecal spear \(\frac{1}{2}\) and the embedded \(\frac{1}{2}\) steril by the elecal spear \(\frac{1}{2}\) and the elecal sp
```

### I TOLD YOU TO TAKE THE CAGED GOBLIN, NOT THE CAGE AND THE GOBLIN!

Thankfully, the greenskin only complained about the state of his clothes before being dogpiled by the army. Thank the gods they are a real military now and not a ragtag militia. Sadly, a hamster woman also broke free somehow, so I think we won't be able to sell the prisioners to the humans.

Damn laws abolishing slavery!

Now, you dregs there, don't touch those cages! I'll see to dump those gobbos to the lava, maybe put one of them with Smuntsu if I feel like it.

Two goblins are designated to be sacrificed. The other will stay caged and *maybe* be taken to Smuntsu's office. He'll tell her why dwarves are good and their demon gods are bad.

Meanwhile, some soldiers are dispatched to take care of the stray hamster woman, who ran downstairs into the second level, sat on a stockpile and started to contemplate her life choices as she heard the steps of a squad of crossbowdwarves above her head. <a href="Spoiler">Spoiler</a> (click to show/hide)

The marksdwarves shoot her down and leave the poor thing to bleed out with four arrows stuck in her heart. I order them to throw her at the magma lake. Armok hasn't recieved any sacrifices in a while, and he's not going to be pleased with only two goblins.

Hm... There seems to be larger concentrations of adamantine near semi-molten rock. I'll investigate. Spoiler (click to show/hide)



Spoiler (click to show/hide)

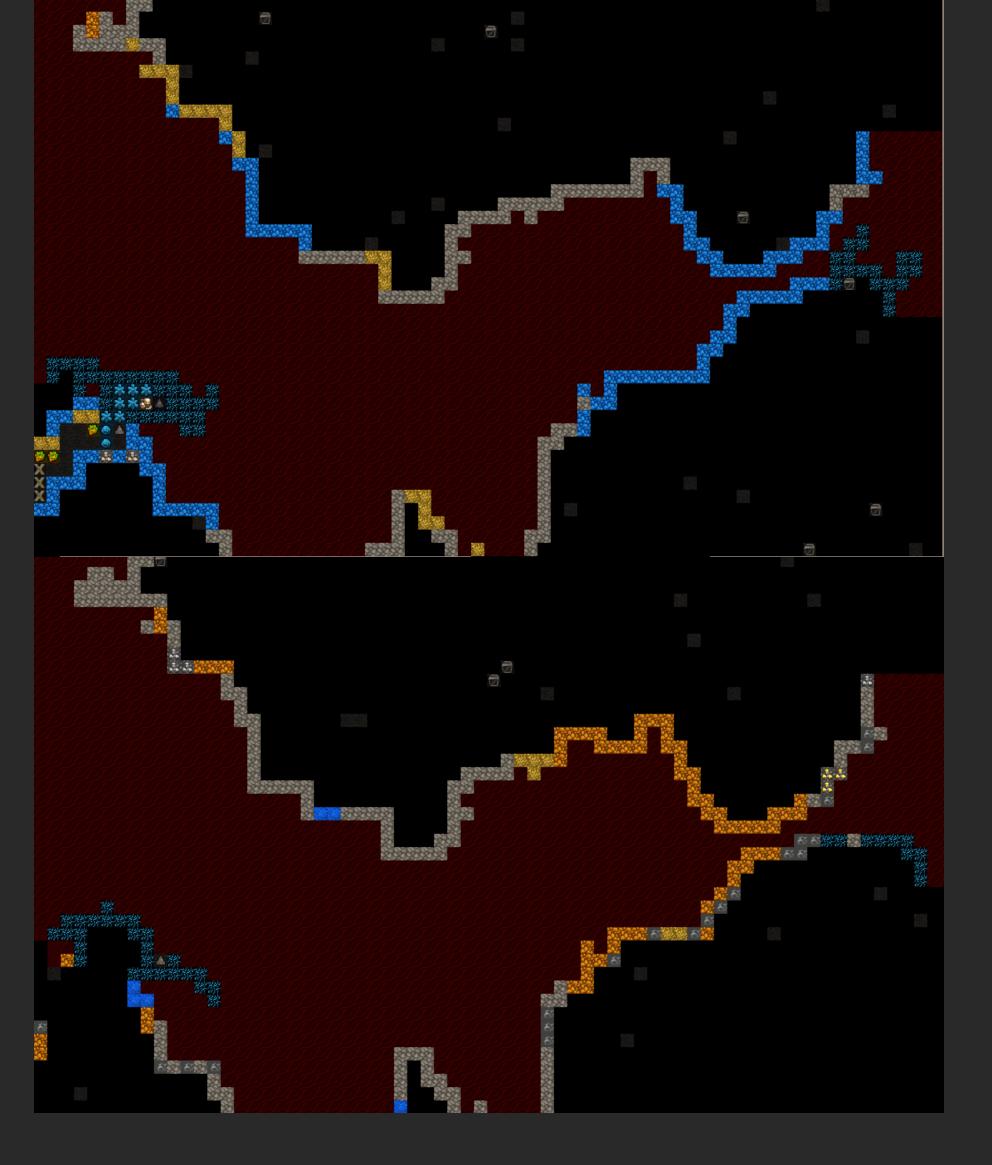
'Don Pedro' Avuzèrith, NOYB is throwing a tantrum!

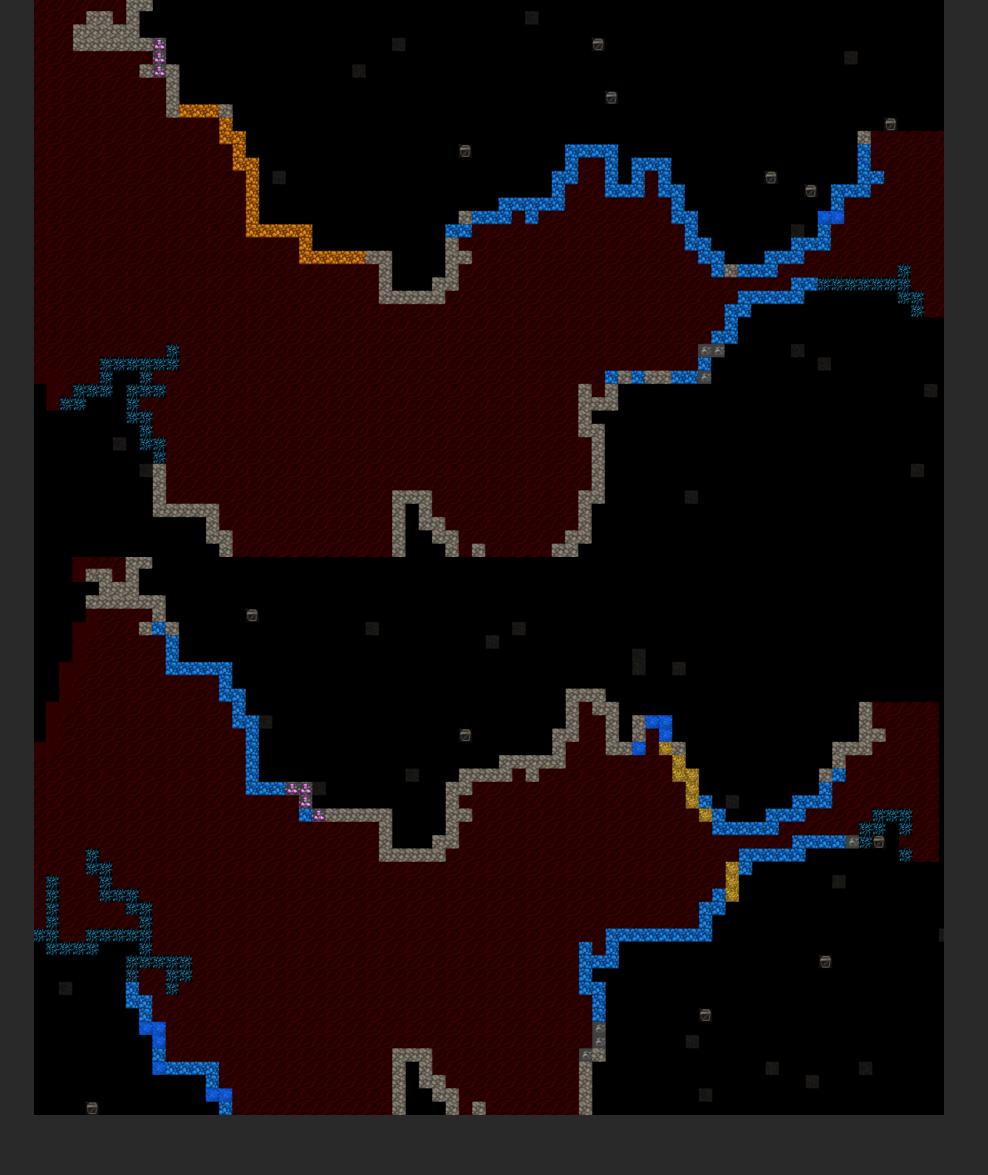
My suspects of Don Pedro being somehow releted to evil entities have been confirmed. He is now screaming like a child, throwing stuff around and making quite a scene, actually. At least he stopped quickly when he got hungry and only chucked two sharp objects at a child, both of wich were dodged. Oh, well, back to the mines...

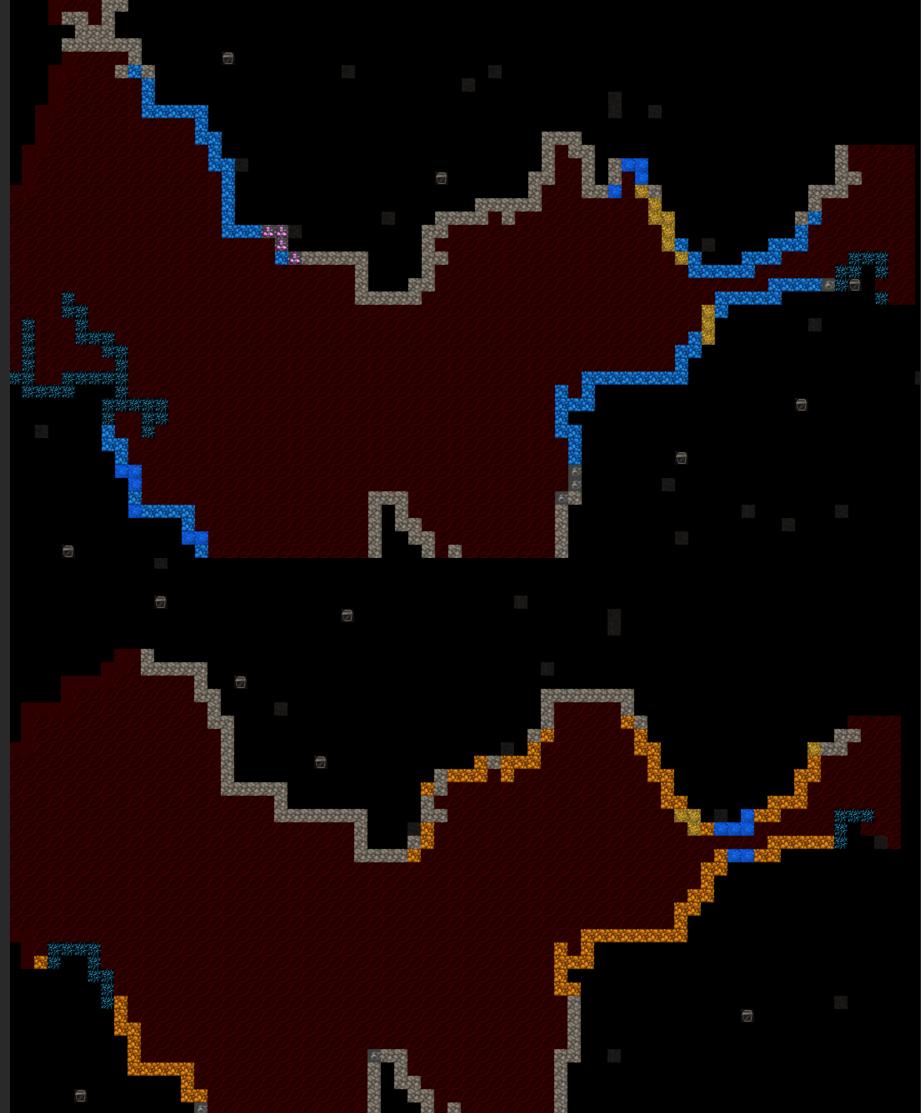
<u>Spoiler</u> (click to show/hide)

A A CONTROL OF

Tekkud, be careful with that channeling, we don't want the adamantine you to be covered in magma, oka--HOLY SHIT Spoiler (click to show/hide)







"And with that, Tekkud, I proclaim you Miner in Chief!"

"But... I'm a mason, sir."

"Do you want the adamantine or not?"

"..."

"That's what I tought."

GO AND HOLLOW THIS MOUNTAIN UP!

I'll turn the adamantine into strands, then into wafers, then into weapons and armor. The army will be kitted out like never before. We will clean the caverns of every wicked creature. We will take them over. We will endure as the greatest Mountainhome that has ever existed! We will conquer HELL if necessary! With all this adamantine, the whole world will fall at our feet! The ambitious humans on their cities in the plains, the elven kingdoms in the jungle, the goblin towers, even those pesky kobold and animalmen tribes! They shall all succumb to us! They all shall surrender or die! This world will fall under the flame of dwarven industry, under the edge of an adamantine sword, under the banner of the Hall of Mortality, the banner of the Town of Stroking, the banner of Doomforests! We shall rule the world! This is just the beginning, do you hear me!? THIS IS JUST THE BEGINNING! DOOMFORESTS SHALL NOT FALL! EVERYONE SHALL FALL TO DOOMFORESTS!

Title: Re: The Hastening of Doomforests
Post by: Drazoth on December 09, 2015, 09:56:45 pm

<u>Quote from: mate888 on December 09, 2015, 09:04:04 pm</u>

With all this adamantine, the whole world will fall at our feet! ... DOOMFORESTS SHALL NOT FALL! EVERYONE SHALL FALL TO DOOMFORESTS!

Just as planed.....

{Maniacal Laughter}

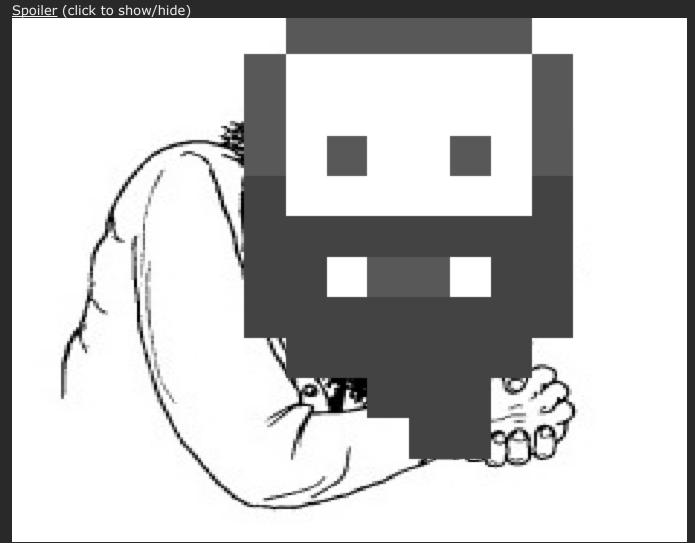
Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on December 10, 2015, 11:47:39 am

Title: Re: The Hastening of Doomforests Post by: mate888 on December 10, 2015, 12:51:59 pm

Quote from: PsychoAngel on December 10, 2015, 11:47:39 am

Mate 888 and adamantine. (https://www.youtube.com/watch?v=dISuBAGxw4w&app=desktop)

Mwahaha



Title: Re: The Hastening of Doomforests

Post by: Drazoth on December 10, 2015, 10:30:58 pm

Journal of Drazoth the Third:

It took some time, but I was finally able to steal some adamantine from the mining site. It wasn't easy, but I needed it for some tests. My tests on it have shown that even raw adamantine is excellent at absorbing energy. I suspect that once purified and made into strands and wafers, this capacity only increases. With this information, I should be able to buy some time before the excess energy in the stone here reaches a critical level. I just need to finalize the plans for the Chalice and hand them over to Mate888. So long as he gets a decent start on it, Don Pedro should be able to finish it. Worse comes to worse, it will be easy to bully Don Pedro's successor if needed.

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 11, 2015, 12:29:20 pm

Quote from: PsychoAngel on December 10, 2015, 11:47:39 am

Mate 888 and adamantine. (https://www.youtube.com/watch?v=dISuBAGxw4w&app=desktop)

The demons under the adamantine and the dwarves (https://www.youtube.com/watch?v=UfFqXmwkMJE)

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 11, 2015, 02:56:04 pm

### **Journal of Mate the 888th**

I spilt some lava into the mines by accident, but it's nothing that a wall can't fix. SO KEEP DIGGING YOU FUCKERS! Also, Drazoth, could you build that wall for me? I'm counting the adamantine strands up here. Spoiler (click to show/hide)



Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on December 11, 2015, 04:10:10 pm

# Journal of Psycho II

Damn! That's a lot of adamantine! I'm going to have to see this for myself at some point, possibly *after* it's been taken out of the caverns, for safety's sake. I heard Drazoth went down there to "Fix up a hole," whatever that means. Hopefully he won't get himself into trouble. Mate's been acting weird lately, too. I know adamantine can change a person, but I think that it might not be the whole story. Someone's going to have to talk to him at some point...

Title: Re: The Hastening of Doomforests

Post by: Dark One on December 12, 2015, 01:57:20 pm

#### **Journal of Dark Two**

Mate the 888th have digged down to adamantine. I heard that he even lost himself for a while after getting in contat with it. Perhaps it's the effect energies flowing from ore into his body? Doomforests is a huge drain of energies flowing down toilet seats of dieties or escaping through demon hellholes in goblin towers - we get all the shit that is thrown at us. Speaking of getting crazy, I heard that Don Pedro not only thrown a tantrum, but also thrown sharp objects at children! If not for the adamantine, Mate would smite him with his hammer already! There are rumors of leak down in the mines, and that it'll be flooded with magma soon. Maybe Order should do something about it?

I'm sure that Mate would deal with it himself. I'll visit PsychoAngel, I want to build myself a soap tower.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **December 14, 2015, 01:25:19 pm** 

Now that his research on the adamantine was complete, it was time to move onto the next subject. What kind of being could impersonate a dwarf, while not possessing a soul. D3 pulled out the book that The Dark One had given him all those years ago. He knew that there was something in there about soulless beings.

Several hour later, he had found what he had been looking for. While there were several kinds of soulless beings, there was only one type that was likely. When Don Pedro arrived in DoomForests, D3 was not the only that noticed. The gods likely also sensed it. They then would have sent an agent of their own, who slew Don Pedro's son and took his place. Upon signing the Pakt, it likely left to avoid detection. It likely wasn't Armok, as there was the Inquisition here to serve him. There were only two other gods interested in DoomForests. Nifih and Gogol.

"Well, shit."

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 14, 2015, 02:45:54 pm

"Hm... This "Undertale" game seems fun, I'll play it for a bit..."

\*three days later\*

"OH SHIT THE FORT!"

### Journal of Mate the 888th, Overseer of Doomforests

I'm making adamantine armor for the soldiers, adamantine weapons, hell, maybe I'll make an adamantine cap, because the rutile one is breaking my neck every time I wear it! Also, blue is the new purple, ain't I right?

Aaaand... That's it, pretty much, nothing else is happening, and I don't have anything to do until the weapons and armor prodution ends apart from digging some more.

I should ask Drazoth if he has the plans for the Chalice alredy.

Title: Re: The Hastening of Doomforests

Post by: Hans Keip on December 14, 2015, 03:57:07 pm

Hans made his way to D3's room. He was tired, grimy and just a little irritated.

"I have something sir," he said as he entered the room to find no one there, "Dammit."

He then asked around and found that D3 was deep in the mountain helping with the excavation of the adamantine that had been recently rediscovered. So he went in search of D3 growing wearier by the minute.

"Sir," he said as he finally found D3 working alone, "I'm glad I found you sir. I managed to recover a piece of the Dark One."

"Good, what is it?"

"A tooth, sir." Hans replied.

"A tooth..."

Hans sighed and said, "Yes, sir, a tooth. The crundles weren't exceptionally helpful as all they could do was lead me to a pile of bones. It took a while of sorting but I eventually found it."

"And you're sure it's his?" D3 asked taking the bone from Hans.

"Yes, the foul smell of his necromancy is deeply ingrained in it."

"There was nothing else of his down there?"

"Not there specifically," Hans replied, "That's what took me so long; I had to make sure. That was the only one. Now if you don't mind I need some rest. I haven't slept properly since I went down there."

Hans then returned to his room. He had barely laid down on his bed when he fell asleep.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on December 16, 2015, 01:56:27 pm

The third year of the archive has been completed! How goes the turn mate888?

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on December 17, 2015, 11:28:48 am

So... is anyone actually playing the game, or is it all RP now? :)

Title: Re: The Hastening of Doomforests Post by: Taupe on December 17, 2015, 11:43:52 am

Mate is taking a turn. Allegedly.

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 17, 2015, 10:21:09 pm

Quote from: Taupe on December 17, 2015, 11:43:52 am

Mate is taking a turn. Allegedly.

It's quite hard with the lack of fps. I may just leave it here and give the year to Don Pedro. I'll try to reach the end of the year (or as close as I can) for tomorrow. Otherwise, I'll just leave it to Don Pedro as it is.

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 18, 2015, 01:34:13 am

#### Journal of Mate the 888th

Don Pedro is beating irrelevant dwarves up and I keep mining adamantine while trying to figure out how to pump magma to build the chalice of Armok...

I must keep digging... Try not to flood the mines again and dig more... I need the adamantine... The city, the empire needs it! Dwarfkind will rule, and we will use our adamantine to dominate the lower races! Those inferior beings who don't dare to venture into the dark! KEEP DIGGING! We will stare at the void, and if it stares back, we will stab it to death! We will not be stopped by the demons in the dephts! No god will stop us, and the riches will make us all sickeningly wealthy for the rest of our lives! KEEP DIGGIN! DEEPER! DEEPER! Deeper

What?

Come, dwarf. Come to me. Come to us.

No... It can't be...

Just dig a little more... We shall grant you power behind your wildest dreams...

That voice... The voice I would never be able to forget, no matter how hard I try...

You just have to... Help us out a bit. It's quite unconfortable down here, and we would love to see the surface once more...

It's Osp.

Deeper, dwarf, deeper. Stare at the void. Embrace the void, and we shall make you a god.

Just tell them to channel some more floors. A couple of levels. Make sure to stick to the pillar.

No, no, no, no, NO!

Let us out... It was a long time since we last met. I wouldn't mind a reunion.

GET OUT OF MY HEAD! GET OUT OF MY HEAD! GETOUTOFMYHEADGETOUTOFMYHEADGETOUTOFMYHEADGETOUTOFMYHEAD [The next five pages contain the same words repeated over and over again. Mate had to be restrained until he calmed down]

I can't... Continue anymore... This place is stronger than me... And if I stay in command, either greed or outright boredom will make me free them. Free Osp. I can't risk the city like that. I can't risk myself fellow dwarves like that. I'll leave the rutile hat to whoever comes up first. Whoever he is, I'm pretty sure he will do a better job than I did.

There we go! A bypasser! HEY! DON PEDRO! YOU ARE THE OVERSEER NOW!

"wha..."

THINK FAST!

The rutile hat hits the NOYB in the nose, fracturing it!

Don Pedro is now enraged!

Oh, well, that'll be another tantrum to the list.

At least I'm still the hammerer.

I'm very sorry for the delay. I'll post the save later. Don Pedro, I'll send you the plans for the Chalice via PM if you want to continue it.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on December 18, 2015, 11:27:32 am

Thank the Man-Emperor of Mankind, now I will be able to solve what has been bugging me for ages... TO THE FORGES! WE HAVE HERESY TO SPREAD!

Can I get the save please? I mean, I will not be able to play until tomorrow but I want to see what is going on... apart from that I may pull the Apiks...

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 18, 2015, 02:53:59 pm

Here's the save (http://dffd.bay12games.com/file.php?id=11508).

Title: Re: The Hastening of Doomforests

Post by: exodius1 on December 19, 2015, 03:57:29 pm

Got it, and concerning your request M8, I have some plans^^. How would you like to become a Deamon Slayer?

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on December 19, 2015, 06:37:51 pm

Quote from: exodius1 on December 19, 2015, 03:57:29 pm

Got it, and concerning your request M8, I have some plans^^. How would you like to become a Deamon Slayer?

By all of the fake gods. Do you mean what I think you mean?...

\*runs back to Haven screaming\*

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **December 19, 2015, 06:59:12 pm** 

Quote from: TechnoXan on December 19, 2015, 06:37:51 pm

Quote from: exodius1 on December 19, 2015, 03:57:29 pm

Got it, and concerning your request M8, I have some plans^^. How would you like to become a Deamon Slayer?

By all of the fake gods. Do you mean what I think you mean?...

\*runs back to Haven screaming\*

Yee.... Noo... Maybe?...

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 19, 2015, 08:17:55 pm

Quote from: exodius1 on December 19, 2015, 03:57:29 pm

Got it, and concerning your request M8, I have some plans^^. How would you like to become a Deamon Slayer?

\*dyes hair orange\*

**FUCK YES** 

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on December 20, 2015, 03:39:07 pm

Quote from: exodius1 on December 19, 2015, 06:59:12 pm

Quote from: TechnoXan on December 19, 2015, 06:37:51 pm

Quote from: exodius1 on December 19, 2015, 03:57:29 pm

Got it, and concerning your request M8, I have some plans^^. How would you like to become a Deamon Slayer?

By all of the fake gods. Do you mean what I think you mean?...

\*runs back to Haven screaming\*

Yee.... Noo... Maybe?...

Hahaha, :P so I think you mean what I think you mean so I think you mean to unleash hell, which I think means death. ;)

Title: Re: The Hastening of Doomforests

Post by: Sacasco on December 20, 2015, 03:57:53 pm

Quote from: TechnoXan on December 20, 2015, 03:39:07 pm

Quote from: exodius1 on December 19, 2015, 06:59:12 pm

Quote from: TechnoXan on December 19, 2015, 06:37:51 pm

Quote from: exodius1 on December 19, 2015, 03:57:29 pm

Got it, and concerning your request M8, I have some plans^^. How would you like to become a Deamon Slayer?

By all of the fake gods. Do you mean what I think you mean?...

\*runs back to Haven screaming\*

Yee.... Noo... Maybe?...

Hahaha, :P so I think you mean what I think you mean so I think you mean to unleash hell, which I think means death. ;)

I think that if you didn't think he meant what you thought he meant, you wouldn't know what he meant so would think nothing of what he meant, though probably not think he meant nothing. If it helps, I think you mean what I think he means, which I also think means death. I think I further mean that I would like a turn, if that's not too much trouble, so shall look disapprovingly on anything I think anyone else thinks means someone thinking to destroy the fort.

I think...

Title: Re: The Hastening of Doomforests
Post by: Taupe on December 20, 2015, 04:42:32 pm

Quote from: Sacasco on December 20, 2015, 03:57:53 pm

Quote from: TechnoXan on December 20, 2015, 03:39:07 pm Quote from: exodius1 on December 19, 2015, 06:59:12 pm

Quote from: TechnoXan on December 19, 2015, 06:37:51 pm

Quote from: exodius1 on December 19, 2015, 03:57:29 pm

Got it, and concerning your request M8, I have some plans^^. How would you like to become a Deamon Slayer?

By all of the fake gods. Do you mean what I think you mean?...

\*runs back to Haven screaming\*

Yee.... Noo... Maybe?...

Hahaha, :P so I think you mean what I think you mean so I think you mean to unleash hell, which I think means death. ;)

I think that if you didn't think he meant what you thought he meant, you wouldn't know what he meant so would think nothing of what he meant, though probably not think he meant nothing. If it helps, I think you mean what I think he means, which I also think means death.

I think I further mean that I would like a turn, if that's not too much trouble, so shall look disapprovingly on anything I think anyone else thinks means someone thinking to destroy the fort.

I think...

This was convoluted and very confusing. Give this man the Rutile hat.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on December 20, 2015, 07:50:24 pm

Quote from: Taupe on December 20, 2015, 04:42:32 pm

This was convoluted and very confusing. Give this man the Rutile hat.

Seconded. I think this was the essence of thinking that this was Dwarf Fortress.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **December 20, 2015, 09:26:23 pm** 

Quote from: Iamblichos on December 20, 2015, 07:50:24 pm

Quote from: Taupe on December 20, 2015, 04:42:32 pm

This was convoluted and very confusing. Give this man the Rutile hat.

Seconded. I think this was the essence of thinking that this was Dwarf Fortress.

The Dwarf-Emperor of Dwarfkind supports this.

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on December 21, 2015, 06:51:13 pm

Quote from: Drazoth on December 20, 2015, 09:26:23 pm

Ouote from: Iamblichos on December 20, 2015, 07:50:24 pm

Quote from: Taupe on December 20, 2015, 04:42:32 pm

This was convoluted and very confusing. Give this man the Rutile hat.

Seconded. I think this was the essence of thinking that this was Dwarf Fortress.

The Dwarf-Emperor of Dwarfkind supports this.

Hail!!!

Title: Re: The Hastening of Doomforests

Post by: Dark One on December 23, 2015, 07:31:34 am

Hello?..... Anyone here?

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **December 23, 2015, 11:45:42 am** 

Yes yes, I needed to take a small break... Somebody forgot to remove the hospital and clothing industry, and I cannot find all the relevant stockpiles-.-

Title: Re: The Hastening of Doomforests

Post by: mate888 on December 24, 2015, 12:53:51 am

Quote from: exodius1 on December 23, 2015, 11:45:42 am

I cannot find all the relevant stockpiles-.-

Hang in there, buddy. It gets worse.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **December 25, 2015, 01:34:48 pm** 

Merry Armokmass Everyone!

Title: Re: The Hastening of Doomforests

Post by: exodius1 on December 31, 2015, 08:29:34 am

Just to keep you updated, the turn is moving along, I would say done in 60%... I will post an RP at the end of it, and let you guys figure out what happened on your own...

Title: Re: The Hastening of Doomforests

Post by: Dark One on January 10, 2016, 12:22:04 pm

Anyone still here?

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on January 10, 2016, 09:10:34 pm

I still occasionally check in but gave up on updating the OP when the password changed (or maybe I just forgot it when I moved computers). Someone should really upload a DFMA after this next turn.

Title: Re: The Hastening of Doomforests

Post by: exodius1 on January 11, 2016, 04:08:48 pm

Sooo.... I got good news and bad news. Good news is I finished the turn... Bad is my laptop is being a shit-buiscuit again, so I will have to try and move the save on memory stick before it seizes to function (it works for about 5 mins after boot up and than everything literally stops), format it and than upload the save. Will try to do so after work, however it is possible I will not be able to. 100xSorry

Title: Re: The Hastening of Doomforests

Post by: exodius1 on January 13, 2016, 01:25:31 pm

[Retracted due to technical reasons]

Title: Re: The Hastening of Doomforests

Post by: exodius1 on January 15, 2016, 04:45:21 pm

[Retracted]

Title: Re: The Hastening of Doomforests

Post by: Sacasco on January 15, 2016, 05:25:57 pm

And so Doomforests moves inexorably forwards to its inevitable ... success? Doom? Takeover of the world with various forgotten things? Anyway, anyone seen Flame recently?

We now have: exodius1

TheFlame52

jwoodward48df

Kevral

TechnoXan? Me (Sacasco)

Gwolfski

Sanctume

Taupe Drazoth

**PsychoAngel** 

Title: Re: The Hastening of Doomforests

Post by: exodius1 on January 15, 2016, 05:28:25 pm

I just PMd Flame, so hopefully he will be less tardy than I was... sorry 'bout that btw...

Title: Re: The Hastening of Doomforests
Post by: TechnoXan on January 15, 2016, 06:18:18 pm

Man, it has been a very long time since I joined this fort and I didn't even come in near the beginning! Dang! That's just awesome to think about, can't wait for more guys! :D;):D

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 15, 2016, 06:32:29 pm

Downloading save now

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **January 15, 2016, 06:40:42 pm** 

Quote from: TheFlame52 on January 15, 2016, 06:32:29 pm

Downloading save now

Please, tell me it is working...

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **January 15, 2016, 06:46:01 pm** 

It crashed when I tried to search the units list with DFhack and someone fucked it up with a tileset. Should I just go back to Drazoth's save?

Title: Re: The Hastening of Doomforests

Post by: **exodius1** on **January 15, 2016, 06:46:36 pm** 

Quote from: TheFlame52 on January 15, 2016, 06:46:01 pm

It crashed when I tried to search the units list with DFhack and someone fucked it up with a tileset. Should I just go back to Drazoth's save?

Go for it, I literally just stopped caring. This game hates me.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 15, 2016, 07:24:25 pm

Okay, it's up and running. I've redwarfed myself as our armorer, who I am also training up as a weaponsmith.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 16, 2016, 10:50:27 am

THE QUEEN IS HERE WHERE ARE HER ROOMS

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **January 16, 2016, 01:50:42 pm** 

I thought Mate888 took care of that....

Title: Re: The Hastening of Doomforests

Post by: Bacos666 on January 16, 2016, 02:21:00 pm

You guys and this fort are awesome... if only I thought I'd have free time to take a turn.

Since I don't want to just PTW, I'd like to be dorfed.

Name: Bacos

Profession: Any unclaimed noble/administrator

If there aren't any nobles, then any random peon will do.

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **January 17, 2016, 09:51:31** am

Okay, I've kicked Pencil Art and some other folks out of their rooms to give the queen and outpost liaison what they want. Bacos, you're the outpost liaison.

I won't be writing in very much detail about things, but things will get done. Speaking of which, does anything need doing?

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 17, 2016, 11:52:08 am

Okay. I've decided what my big project this turn is going to be. I'm going to begin preparing to conquer hell.

What should we use to kill the demons? Repeating spikes? Dwarven checkerboard? It sure as hell isn't going to be military might, that's always a recipe for disaster.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on January 17, 2016, 01:20:28 pm

Can demons swim? Flush them down a giant toilet, water falling 100 z levels is quite deadly.

Title: Re: The Hastening of Doomforests

Post by: **TheFlame52** on **January 17, 2016, 01:34:19 pm** 

Yes, and not only that they can fly, so that won't work.

On another note, this place never ceases to amaze me. Why do we have butlers? Why are the butlers in a squad? Why is the route from the top of the fort to the bottom so complicated? Why do we have so many barrels of milk? Does the Order of the Ale even have a point?

Has anyone else noticed that Frankensteen has been here 18 years? Why do we have so much silk cloth? Who was even the last person to build bedrooms?

And one last thing:



WHO DUG OUT THIS STOCKPILE HERE!?

Title: Re: The Hastening of Doomforests
Post by: chaotic skies on January 17, 2016, 01:42:48 pm

WHAT. THE. FUCKING. FUCK. HAVE I JUST STUMBLED UPON.

Seriously, though, this is the most rediculous fort I've ever heard of, and I LOVE IT.

ON a side note, dorf me as...anyone suspicious, and generally creepy. Preferably seal me off in a room somewhere with nothing but a farm, a still, a kitchen, and the worlds smallest dining room. Cause ya' know...HERMITS!

And I would take a turn to do this, but I've already signed up for liek 4 succession games I don't have enough time for as is.

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on January 17, 2016, 01:48:49 pm

Sure, but I'm not sticking you in a bunker. You can die with the rest of us when the fort gets nearly wiped out again.

Does anyone know where we can mine out more hematite? I know we have it on the map and I need steel.

Title: Re: The Hastening of Doomforests

Post by: **Gwolfski** on **January 17, 2016, 01:50:21 pm** 

that mighht have been my fault. I'm sure nothing bad happened from it.... did it?

anyway, build floor grates over the demons. floor grates cant be destroyed from below. then dump water in them. from 200 z levels.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 17, 2016, 02:07:30 pm

That still won't work. I think I'm going to go with the Dwarven Checkerboard method, I've always wanted to try it. Mining will start immediately.

Title: Re: The Hastening of Doomforests

Post by: Dark One on January 17, 2016, 03:48:02 pm

[OOC] Checkerboard is best option for a fort such as Doomforests. With all the sect leaders and power mad dieties we could organise checker tournaments... [/OOC]

## Journal of Dark Two

The fortress is moving on, but who is the current overseer? Looking at the list in bloodthorn signup cabin, it's Flame now. But what happened during Don Pedro's rule? I asked around Order, or random dwarves passing by, and everyone was surprised that he was ruling the fortress in the first place! That's really interesting. RegenReich must've used some kind of foul magic to hide their work from us. It's a strong illusion, and I feel that there's something not right in energies around Doomforests. I could talk about that with someone who has more knowledge about such magic. Don Pedro obviously won't tell me anything about that. Drazoth the Third, or Chief Inquisitor should know something about it - the former won't give me a clear answer, and latter would blame heretics... I think that best solution is to patrol the fortress while using my magic detection skills. Perhaps I'll be able to detect illusion aswell. I should also warn others about that.

Spoiler: Letter to Drazoth the Third (click to show/hide)

There is something wrong. Don Pedro's rule is over, but nobody noticed any changes in the fortress. I sensed that something in energies of Doomforests is different now... there is some kind of illusion placed over whole fortress. We should meet and talk about this. Old Doomforests seems appropriate place.

Dark Two

Spoiler: Letter to Mate the 888th (click to show/hide)

Chief Inquisitor!

There is something wrong in Doomforests, something suspicious after Don Pedro's overseership! You should check what's going on quickly, or a great calamity might fall upon us!

Faithful Worshipper

But before that, there are some matters to attend to. I've heard rumors that we have an overabundance of milk, and that nobles have got their rooms ready, and a new dwarf named Bacos became our outpost liason. But most interesting, some say that overseer is going to conquer Hell. If something goes wrong, the Order should try it's best to stop demons and other monstrosities.

### Title: Re: The Hastening of Doomforests

Post by: Gwolfski on January 17, 2016, 03:50:24 pm

Quote from: TheFlame52 on January 17, 2016, 02:07:30 pm

That still won't work.

Explain. I just want to use the flusher concept, as shown on the wiki. Use fortifications and a very tall reservoir of water. LOTS of pressure

### Title: Re: The Hastening of Doomforests

Post by: Taupe on January 17, 2016, 06:30:28 pm

Quote from: TheFlame52 on January 17, 2016, 01:48:49 pm

Sure, but I'm not sticking you in a bunker. You can die with the rest of us when the fort gets nearly wiped out again.

Does anyone know where we can mine out more hematite? I know we have it on the map and I need steel.

There was some on the weird floor under smuntu's office. A large set of corridor wirh random doors go around most of the map. I've dug out the exposed veins but digging more holes into the gisnt squares nay reveal more. Also stumbled upon a few veins along the caravan path leadibg to the bottom. Some may still be available.

### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 17, 2016, 08:11:12 pm

Ah, thanks. And I've started digging the checkerboard. Right now I'm waiting for the grates and floodgates to get made so I can continue.

### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 18, 2016, 08:11:38 pm

I've placed the grates and dug a tunnel between the checkerboard and almost to the HFS. I've placed all the floodgates and dug all the tunnels. Now all I need to do is hook up the levers, stick everything in the right order, break upon the seals on everything, unleash hell, and let the mechanism do its job.

Also, like six FBs have arrived and are either hanging around or have killed each other. Including one that left old Ayanu, that one firebreathing bird in Astville, blind. Someone might try sending a champion to go kill it. It is midwinter.

### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 21, 2016, 08:41:45 pm

here is save

see notes on checker controls (f5)

http://dffd.bay12games.com/file.php?id=11682

### Title: Re: The Hastening of Doomforests

Post by: Iamblichos on January 22, 2016, 10:39:03 am

That was astonishingly fast for a turn in this godsforsaken hellhole. Something REALLY bad must be coming.

### Title: Re: The Hastening of Doomforests

Post by: Sanctume on January 22, 2016, 10:48:46 am

## Quote from: Sacasco on January 15, 2016, 05:25:57 pm

And so Doomforests moves inexorably forwards to its inevitable ... success? Doom? Takeover of the world with various forgotten things? Anyway, anyone seen Flame recently? We now have:

exodius1 TheFlame52 jwoodward48df Kevral TechnoXan? Me (Sacasco) Gwolfski

Sanctume Taupe Drazoth PsychoAngel

Oh Armok, when did I volunteer my name in this doom list?

Quote from: Iamblichos on January 22, 2016, 10:39:03 am

So it's looking I will have 5 chances to save my sanity when BAD happens sooner than my turn! That was astonishingly fast for a turn in this godsforsaken hellhole. Something REALLY bad must be coming.

## Title: Re: The Hastening of Doomforests

Post by: Sacasco on January 22, 2016, 10:52:21 am

Whoo! New turn list! I would PM jwoodward48df, but I don't actually know how...

exodius1 TheFlame52

jwoodward48df Kevral

TechnoXan?

Me (Sacasco)

Gwolfski

Sanctume

Taupe

Drazoth PsychoAngel

Title: Re: The Hastening of Doomforests

Post by: Sanctume on January 22, 2016, 11:03:52 am

Quote from: Sacasco on January 22, 2016, 10:52:21 am

Whoo! New turn list! I would PM jwoodward48df, but I don't actually know how...

Find where he posted, you can click on his profile link on the left side of the post. There may even be a link to PM from there too.

### Title: Re: The Hastening of Doomforests

Post by: Sacasco on January 22, 2016, 11:34:37 am

Ah, thank you. I've now done so.

#### Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **January 22, 2016, 11:21:29 pm** 

That was rather quick Flame. Will there be any RP for your turn?

#### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 23, 2016, 10:12:31 am

Nah. I've gotten bored of Dwarf Fortress, which is traditional about 3-4 updates after a new version. I'll be back when the last update comes out.

By the way, to open hell, just dig an up stair at the bottom of the shaft. And who keeps making metal bar stockpiles!? They interfere with production chains and we have a quantum stockpile for them already!

### Title: Re: The Hastening of Doomforests

Post by: Sacasco on January 23, 2016, 12:21:30 pm

jwoodward48df has requested to be put down a turn, so I'll PM Kevral and jwoodward48df will be after them.

### Title: Re: The Hastening of Doomforests

Post by: **Kevral** on **January 24, 2016, 04:00:32 am** 

Holy Armok, he made a checkerboard. What in the world has fallen into my lap?

Excuse slight offset of posts, as playing from EU at present. Should get started tomorrow or later today if all pans out.

### Title: Re: The Hastening of Doomforests

Post by: Kevral on January 25, 2016, 08:20:11 am

So here I was, minding my own business (mostly doing bugger all) when I was hailed by a messenger from the overseer. Great, a job for me! Apparently it seems that my avoidance of work was noticed but..

You what? You want ME? What do you think I know about running a fort?! Well you can tell that damn overseer that she's the stupidest...

Sometime later

Well turns out that shouting didn't help neither. So instead of shirking, I've now actually got to pay attention around here. Thankfully I know a few of the routes around here, so let's have a look around.

Stocks first.

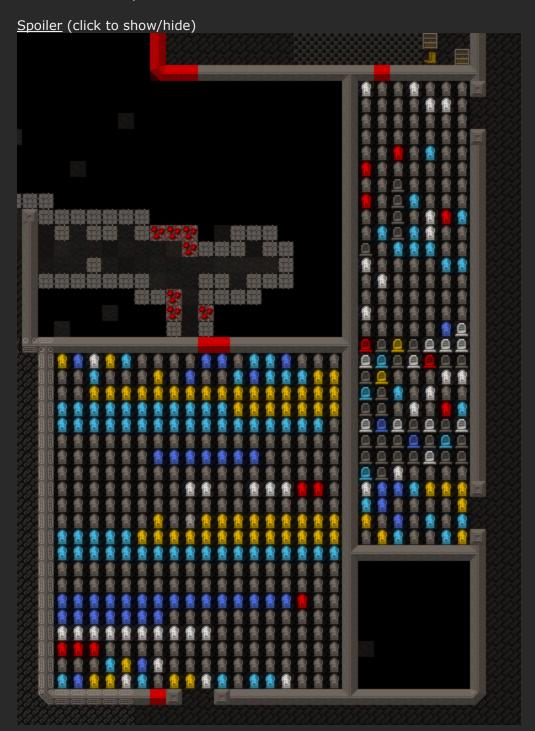
Spoiler (click to show/hide)

```
26* Population:
Created Wealth:
 185
 8 8
 Armor and Garb:
 Miners
 0
 Axedwarves
 (1)
 16
 Furniture:
 Axe Lords
 11
7
17
2
13
 8
 None
7
 Other Objects:
 Stoneworkers
 Swordsdwarves
 Architecture:
 Swordmasters
 Rangers
 Metalsmiths
 0
 Jewelers
 Craftsdwarves
 0
 298494*
Imported Wealth:
 Nobles/Admins
 Hammer Lords
 Peasants
 291907*
 26
Exported Wealth:
 4
34
 Fishery Workers
Food Stores:
 21594
 Elite Mrksdwrvs
 10
 914
 7016
10546
 Fish
 Trained Animals
 Elite Wrestlers
 ÷
 2812
 Other Animals
 136
 Other
 Recruit/Others
```

Beer is good at least - there's no riot on my hands any time soon. Money is good. Apparently we're doing well economically. The military looks decent - or as decent as one can be when up to ones waist in vomit all day. Things look pretty damn stable. Nothing could possibly go wrong from here.



Entrance hall looks about normal as can be, if a bit bloody disorganised. Soldiers down there training away hard in a pool full of vomit. Presenting reason one why I was absent when the call to arms went out. Keep up the good work. No it's not fair, but get on with it. I hear there's some story about that hat..



Apparently, we're good on coffins. Yep. Rough math says that's about 600 coffins, almost four times as many as we have dwarves. I hope someone didn't know something terrible about the future that I don't.. (I did always wonder why 'Doomforests')



A bit hard to see in here as its all sealed up but... why in Armok's name do we have a gold-encrusted throne room to cater to a... goblin bowman? Step one on this week's agenda: Butcher the greenskin and instate the monarch in here. That'll stop her complaining about not having a throne room.

## Spoiler (click to show/hide)



A beautiful, if small drinking hall. Also containing three entirely unmarked levers. I must have been avoiding work that day when we told everyone what they did.

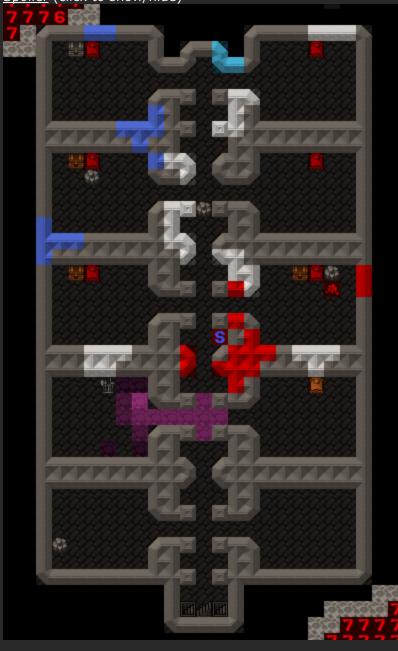


the elegance in that? Also more unmarked levers, so I'll be appreciating that one from a distance if you don't mind.

Spoiler (click to show/hide)

Four more levers, two of which shock me by being clearly labelled! One labels itself by being for the East Trade Gate, which I might think about using. The other is marked 'Total Safety Project', a name that bodes anything but.

Spoiler (click to show/hide)



And lastly, it seems there are four forgotten beasts roaming the halls. In one case, quite literally. That visible beast there is just a skeleton, but there's another under that cloud of miasma. The others seem to be stalking the watery depths.

Question is though, what do I do with this place? Establish my own mark here? I mean, the place is running fine enough on its own, so perhaps there's some side room for creativity? There's a huge axle running up about 30 floors from magma to the surface going precisely no-where. Was someone going to wind-power a pump? Such limited scope! Perhaps we can improve on that?

Really, everything looks too stable! I was expecting... well, a little more Doom? This is all just looking around prior to unpausing, getting acquainted. There's a lot of chaos with some of the passages, but nothing too bad.

The graphics set seems a bit funky though. Flame mentioned a problem with it, maybe it's not fully cleared up.

Also, no idea what version to run this under. Currently reading it under 40\_24 and it seems fine.

Going to get going and see what happens! Wish me luck :)

Edit: 13 fps makes me sad

Title: Re: The Hastening of Doomforests

Post by: Sacasco on January 25, 2016, 10:44:01 am

Hang on, did you just say kill Smunstu? I'm sure Taupe will have a word or two to say about that, and I for one would *not* recommend it. What resides in that room is a valuable, nay, irreplaceable part of our fort's history. To kill Smunstu would be a great crime against the heritage of future generations.

Title: Re: The Hastening of Doomforests
Post by: Kevral on January 25, 2016, 10:50:55 am

Aye, I know... that critter has been around for so long. How do you keep the damn thing alive, does it not eat?

I don't want to destroy history for sure! The descrip is just the start of how my dorf sees things.

It's definitely tough going in this fort though considering how slow things are. Really, the only big contribution I could really see to making is to claw back a few fps by making the stockpiles more efficient and walling off some walkable space rather than doing any crazy projects. I'm not going to build much at 8-13 fps while maintaining sanity.

Title: Re: The Hastening of Doomforests Post by: Gwolfski on January 25, 2016, 01:07:41 pm

8fps? you are lucky, sir!

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 25, 2016, 02:42:55 pm

Hold on, the queen does too have a throne room. Did you mess something up?

Title: Re: The Hastening of Doomforests

Post by: Kevral on January 25, 2016, 05:45:35 pm

Aye she does, she's just whining that it's not royal enough. Her throne/bed/dining appear to be two 5x5 rooms overlaid on each other which I thought weakened their effectiveness a bit. And there's an already existing Royal throne room elsewhere in the fort that was unassigned, so she has that one as well now.

You mean... 8 fps has been good compared to previous players? Ouch! I do love DF, but it's tough when it gets that slow. That said, two mostly uneventful months have passed. I've been writing up notes as I go, and hopefully I'll find something creative to story in amongst it. (Now watch as a colossus arrives in Autumn)

Title: Re: The Hastening of Doomforests

Post by: Drazoth on January 25, 2016, 06:36:42 pm

I get the sneaking feeling that the Chalice of Armok will never get built..... Anyway, I've begun work on the archive again, expect Year 4 to be up sometime this week.

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on January 25, 2016, 07:32:51 pm

I would argue Smuntsu was (and is) the only true member of Doomforests nobility. His survival and happiness come before anything!

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on January 26, 2016, 05:28:27 pm

Quote from: Sacasco on January 25, 2016, 10:44:01 am

Hang on, did you just say kill Smunstu? I'm sure Taupe will have a word or two to say about that, and I for one would not recommend it. What resides in that room is a valuable, nay, irreplaceable part of our fort's history. To kill Smunstu would be a great crime against the heritage of future generations.

Nononononono... no death to Smunstu. Taupe will go completely librarian-poo.

Title: Re: The Hastening of Doomforests

Post by: Kevral on January 27, 2016, 10:27:07 am

So after I ordered the Flames down to the gold office area, I had a message from some influential dwarves that stated, in no uncertain terms, what might happen were anything to happen to our Prime Minister

Prime Minister? We have a goblin for Prime Minister!? What do you expect giving the overseer position to someone who has tried to avoid work! I suppose I've hidden from the chain of command for a while. I suppose they wanted to drum some sense of responsibility into me. Does beg the question though - if the queen isn't quite running this place, and the Prime Minister isn't quite running this place, and I as Overseer am not quite running this place.. Who the hell is? Is it to do with those temples around the place that mostly seem walled off..?

10 Granite: Heard Frankensteen's the oldest dwarf here so I dropped by for some advice. Now, I don't know about the longest resident,

Spoiler (click to show/hide)

...she's probably in the running for most wounded.

Right, well if murdering goblins is off the table, how about those beasts that stain our halls instead! How about Ayanu - a half crippled...

Spoiler (click to show/hide)

FPS: 100 (24) Avanu Ricoteromi Iguilaremofe An enormous skinless pterosaur. It has a short trunk and it has a bloated body. Its eyes glow green. Beware its fire! Its head's fact is gone. Its trunk is gone. Its lower body bears a very short straight scar. Its upper body bears a very short straight scar. Its left wing bears a very short straight scar.

...pterosaur?

This took a lot longer than I thought, digging through the maps of that forgotten region of the fortress to find the damn entrance. Cutting down the correct wall opens us to more of the water caverns than I'd like, but we can wall that up too if needed.

Whilst I am waiting to hear the military reports, a caravan arrives. I curse my lack of foresight - I could have fed the pointy ears to the beast Ayanu instead. No matter, let's see what junk we can sell them.

12 Granite: Ayanu has been slain! Spearmaster Vabok claims the killing blow. These noble rooms can be reclaimed and decorated with carvings and blood of the famous battle. Oh, who am I kidding, the beast was half dead and didn't land a blow on our elite.

Spoiler (click to show/hide)

```
The Spearmaster stabs The Forgotten Beast in the left foot with her Kobelletmos, chipping the bone!
A ligament has been torn and a tendon has been torn!
The Kobelletmos has lodged firmly in the wound!
The Spearmaster pulls on the embedded Kobelletmos.
The Spearmaster stabs The Forgotten Beast in the head with her Kobelletmos, tearing the muscle, chipping the skull and tearing the brain!
 brain!
A tendon in the skull has been torn!
```

Oh right, elves... do we even WANT anything? I ended up exchanging some rotting clothing for some fermentables.

17 Granite: Don Pedro is throwing a tantrum again, this time punching out the mayor. I've heard he's a trouble case. I check the records..

#### Spoiler (click to show/hide)

```
Injured Party: Stray Cat (Tame).
Convicted: 'Don Pedro' Avuzèrith, NOYB.
Witness: 'Psycho III' Oltaruvel, Dwarven Child.
Accuses: 'Don Pedro' Avuzèrith, NOYB.
Disorderly Conduct
Disorderly Conduct
Disorderly Conduct
Disorderly Conduct
 Date: 14th Moonstone, 1070
Reported: 15th Moonstone, 1070
Disorderly Conduct
Disorderly Conduct
Disorderly Conduct
Disorderly Conduct
 Witness: Avuz Rimadmeng, Flameborn.
Accuses: 'Don Pedro' Avuzèrith, NOYI
Date: 14th Moonstone, 1070
Reported: 15th Moonstone, 1070
Building Destruction
Vandalism
Disorderly Conduct
Disorderly Conduct
 Witness: Meng Libaddastot, Hunter.
Accuses: 'Don Pedro' Avuzèrith, NOYB.
Disorderly Conduct
Disorderly Conduct
 Accuses: `Don Pedro' Avuzèrith
Date: 14th Moonstone, 1070
Reported: 15th Moonstone, 1070
Disorderly Conduct
 Witness: Mistêm Onolallas, Planter.
829346: Select/scroll
Tab: View cold cases (23)
Enter: Convict somebody
 Hccuses: `Don Pedro' Avuzèrith, NOYB.
Date: 14th Moonstone, 1070
Reported: 15th Moonstone, 1070
ESC: Done
```

Every criminal report for the last 3 months have been regarding his behaviour. I throw him in jail without a second thought.

No wait, there's a second thought. The jail is not yet finished and is strewn with rubble. Your punishment will have to wait while we build you a prison.

20 Granite: A child goes fey and claims a craftsdwarf workshop. A marble earring is completed and immediately wins an award for the most plain artifact in existence.

```
Spoiler (click to show/hide)
 FPS: 100 (25)
 Rurodom Adliruk, "Runbasins the Sunny Violence", a marble earring
This is a marble earring. All craftsdwarfship is of the highest quality. It is encrusted with oval marble cabochons. This object menaces with spikes of crystal glass.
```

I do not know this place as well as I thought! I found a vast cavernous area that had been hollowed out with stockpiles and additional smelteries and workshops. After some thought, these will be shut down. Dwarves, smelt it with magma like Armok intended.

Spoiler (click to show/hide)



3 Felsite: Discovered a garbage dump designated over the lava. Might have thrown a few things away when clearing out the cavernous

5 Felsite: Drokles is so distracted by the fantastic food on offer in this fortress, he loses where he put one of his masterworks.

```
Spoiler (click to show/hide)
 Collect Sand (30) has been completed.
Uvash Edoscilob has become a militia commander.
```

15 Felsite: I do wonder about the long ramp from the surface to our living quarters area.



It appears to be fit to take a trade wagon down underground, but there's a huge hole in the middle of it. As if it was dropped. I wonder if some trap was sprung on traders in previous years - and perhaps we can replicate this marvel...

Also, a new beastie arrived!

Spoiler (click to show/hide)

The Forgotten Beast Ama Gifeefi Ociavi has come! A huge sauropod composed of salt. It has a pair of squat antennae and it appears to be emaciated.

-Press Enter to close window

...and survives for about five seconds. Simo Usnowusu, an existing forgotten beast just bites its head off clean in one go. Remind me not to send any dwarves after that one. Not any that I like, anyway.

18 Felsite: Some Drunians turned up and stole some things. After a search, it turns out they are stealing from a deep, walled-off section over a deep lava pit and covered in dwarven blood and bodies. As I'm assuming this is part of a failed expedition there. They are welcome to any trash they find, they're not getting in.

19 Felsite: Rovod Romotkletmos, some dwarf I'd never heard of, has fallen into depression. Since he's a soldier, I guess training day in, day out in the vomit pits got to him.

20 Felsite: Some small projects completed. Quantum stockpiles for stone, and adding some lighting in above our corpse pile to reduce some of the miasma clouds that were getting to some of our dwarves.

21 Felsite: More tantrum from Don Pedro, and this time he gets confinement as the jail is finished. Enjoy those literal golden handcuffs now.

...and Spring is over. I sink back into a throne in the drinking hall, tankard nestled between my hands half-forgotten, deep in thought. I have power here, power I never wanted. Yet it still seems that I am merely 'doing time' in the Overseer's chair. There are other cadres at work here - perhaps those shadowy rumours about Doomforests cults were true. The temples both locked away and half finished do speak to much. The question is - should I care? Or am I being tested for something here as Overseer.

Sorry if it's all boring and practical stuff. If all I can do around here is make it a bit faster for the next player, I'll call it a win.

I also don't know what part of the huge Doomforests RP to really stick my foot in first, so I'll sit and observe at first and see what grabs me.

Got some tools on the build in the background in case I can eke the game to run at 20+ fps and might do something more exciting with them. It's still fun discovering random holes or projects around the place and wondering what project got started/forgotten about there. For the most part though, this fortress *works*. Slowly.

I've never had such a huge military, or such an adeptly trained one. I do hope for a siege to see how we take care of things.

Quote from: Drazoth on January 25, 2016, 06:36:42 pm

I get the sneaking feeling that the Chalice of Armok will never get built.... Anyway, I've begun work on the archive again, expect Year 4 to be up sometime this week.

Which part is the Chalice? I suspect it is the area deep down that I described being covered in blood - a multi-level circular structure over lava?

I'm sure there's plenty of the fortress I simply haven't found yet!

Title: Re: The Hastening of Doomforests
Post by: Kevral on January 27, 2016, 12:23:34 pm

Aaand we might have a problem with Mate. The 888nd that is, since we have multiple of them...

Some dwarf - an unclaimed axelord, is stuck in one of the stairwells with the orders 'Get Provisions'. Mate on the other hand, is on the floor below, repeatedly attempting, and failing, to...

```
'Mate The 888th' Asizilral, His Holyness cancels Handle èrith Eralmedtob,
Axe Lord: Animal inaccessible.
→'Mate The 888th' Asizilral, His Holyness cancels Handle èrith Eralmedtob,
Axe Lord: Animal inaccessible.
```

And he's starting to get thirsty. Seems to be stuck, and my attempts to assign them to burrows and similar attempts to free them from their stasis are failing.

Any ideas how to free them?

Title: Re: The Hastening of Doomforests

Post by: Drazoth on January 27, 2016, 01:29:46 pm

Quote from: Kevral on January 27, 2016, 10:27:07 am

Quote from: Drazoth on January 25, 2016, 06:36:42 pm

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If you are talking about what i think you are, yes and no. Originally, it was part of another project that was cancelled, but I was thinking it could be repurposed to serve as infrastructure for the chalice. If you can, start putting pump stack in there, but don't turn anything on yet, as it will have no where to go. We can discuss this later.

## Title: Re: The Hastening of Doomforests

Post by: Taupe on January 27, 2016, 03:07:44 pm

Quote from: Kevral on January 27, 2016, 12:23:34 pm

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```
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'Mate The 888th' Asizilral, His Holyness cancels Handle èrith Eralmedtob, Axe Lord: Animal inaccessible.
```

And he's starting to get thirsty. Seems to be stuck, and my attempts to assign them to burrows and similar attempts to free them from their stasis are failing.

Any ideas how to free them?

Only in doomforests.

Altho, from my experience in Immortalitytower, restricting dwarv es to burrows IS the reason those handle animals tasks fail. Just let Mate wander around freely, let the axe lord wander freely, and make sure they have a direct path to each other. Then His Holyness should be able to reach his quary. Pet. Friend?

### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 27, 2016, 03:11:01 pm

WHY AM I MAKING IRON SHIELDS? WE NEED THAT IRON TO MAKE STEEL! THAT'S WHY I HAD IT MINED OUT! WOOD IS BETTER FOR SHIELDS THAN METAL! THAT'S WHY MOST OF OUR MILITARY USES WOOD SHIELDS! Or at least they would, but someone fucked up the uniforms between my 2nd and 3rd term.

I swear, if I deliberately sabotaged the fort it wouldn't look like anything compared to the regular, background incompetency that seems to show up out of nowhere.

## Title: Re: The Hastening of Doomforests

Post by: **Kevral** on **January 27, 2016, 04:50:11 pm** 

Quote from: Drazoth on January 27, 2016, 01:29:46 pm

If you are talking about what i think you are, yes and no. Originally, it was part of another project that was cancelled, but I was thinking it could be repurposed to serve as infrastructure for the chalice. If you can, start putting pump stack in there, but don't turn anything on yet, as it will have no where to go. We can discuss this later.

As far as I could tell, when I started there were no tools pre-built to make such a stack. Since it is quite clearly a requirement of all fortresses to have a bulk of magma safe pipes on hand to make a stack I have that commissioned. Won't have time to build a pump to the surface, but I should could pump magma around a few levels. The area I mentioned is pretty unsafe though - bounding onto caves that I think contain the beasts. It was walled off, trapped, then walled off again some time ago. I'll post some images.

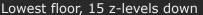
### Spoiler (click to show/hide)

Top of the structure where the blood and bodies are.



Floor below that







Quote from: Taupe on January 27, 2016, 03:07:44 pm

Altho, from my experience in Immortalitytower, restricting dwarves to burrows IS the reason those handle animals tasks fail. Just let Mate wander around freely, let the axe lord wander freely, and make sure they have a direct path to each other. Then His Holyness should be able to reach his quary. Pet. Friend?

My description was too poor it seems. They (Mate and Erith) are actually already on adjacent tiles, just on separate z levels in a stairwell. And the 'handle animal'... it's NOT a pet. The animal he is trying to handle IS the Axelord's (Erith). A dwarven priest is trying to handle another dwarf. In a public stairwell. Thinking he was an animal. Yes, only in Doomforests.

It makes me think of one of the other Dwarven sagas I was reading - Failcannon I think, where they had some miners stuck, ghosted and floating in the air. These dwarves may be just as inaccessible.

Quote from: TheFlame52 on January 27, 2016, 03:11:01 pm

WHY AM I MAKING IRON SHIELDS? WE NEED THAT IRON TO MAKE STEEL! THAT'S WHY I HAD IT MINED OUT! WOOD IS BETTER FOR SHIELDS THAN METAL! THAT'S WHY MOST OF OUR MILITARY USES WOOD SHIELDS! Or at least they would, but someone fucked up the uniforms between my 2nd and 3rd term.

I swear, if I deliberately sabotaged the fort it wouldn't look like anything compared to the regular, background incompetency that seems to show up out of nowhere.

Queen mandate for why shields. When I started we were VERY short on (harvested) wood (or I couldn't find it), which is why iron. Besides, they can be melted down again. More wood has been cut. (Should have mentioned that actually). I didn't know wood was better though - why? Because it is lighter?

For a fort of this age, I figured we already had a crapton of steel. If not, I'll more than happily get smelting away!

One of the big things I've been addressing is the random stockpiles everywhere - especially the HUGE ones. I am far from an expert in salvaging fps, but I understand larger stockpiles can cause more job pathings. (I suspect many piles were left as a result of moving from upper to lower Doomforests over time.) The thing Flame mentioned about many bar/block stockpiles before, for instance. They are all now gone (there were about 5 apart from the quantum stockpiles).

The biggest organisational 'problem'(?) left is the VAST amount of space dedicated to furniture stockpiles. That's.... a lot of spare mechanisms. And bins. (The coffins I understand).

As for actual problems, there's a few unhappy dwarves and I don't understand why. Pedro and Rovok as both depressed and sometimes tantrumming. And 5-6 military dwarves (all in different squads) that are getting very unhappy. MOST of the thoughts are happy, some all happy, but Therapist says they are quite stressed. Since the military are all pretty elite, maybe they just need some time off? I don't care about Pedro tantrumming, but some of these hardcore military dwarves sure could make a lot of !fun!

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on January 27, 2016, 05:20:44 pm

there should be some started pumpstack efforts.. somewhere.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on January 27, 2016, 05:39:44 pm

## Journal of Psycho II

So recently, my son told me he witnessed Don Pedro of all people beating up a stray cat. He says that others can attest to this as well, but I don't see why that's a considerable misconduct crime. If I heard correctly, our new overseer wasn't much of a working man. Hopefully this doesn't mean that we'll be lead into the pits of hell because of him.

A few months have passed, and as it seems, our overseer is getting rid of the unwanted and unused stockpiles that were overall generally useless. He also freed a half-dead forgotten one from its pain. Things seem to be looking up.

Title: Re: The Hastening of Doomforests

Post by: Drazoth on January 27, 2016, 08:22:31 pm

Yes that was the area i was referring to. You might want to have a squad nearby when you open it up, and maybe pre-designate some walls to seal it off from the caverns. I don't expect the chalice to be completed for several turns, just do what you can on the pumps.

Title: Re: The Hastening of Doomforests

Post by: Kevral on January 28, 2016, 03:14:12 am

Quote from: Drazoth on January 27, 2016, 08:22:31 pm

Yes that was the area i was referring to. You might want to have a squad nearby when you open it up, and maybe pre-designate some walls to seal it off from the caverns. I don't expect the chalice to be completed for several turns, just do what you can on the pumps.

I knew I wanted to do -something- with pumping lava (I mean of course, who wouldn't?) but this gives me a good direction to focus my efforts. I'll have to look back further through the thread to see what the intended plan was with the Chalice.

And yes, military will be required - it clearly IS dangerous there. I fear that might also be the cavern network that Simo is in - the nasty forgotten beast who's been one-shotting all the other mobs down there. It's a noxious secretions best too, and they're pretty bad aren't they?

Ah well... hmm... I see a way to solve our melancholy soldiers problem in any case...

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on January 28, 2016, 07:35:27 pm

Quote from: Kevral on January 28, 2016, 03:14:12 am

Quote from: Drazoth on January 27, 2016, 08:22:31 pm

Yes that was the area i was referring to. You might want to have a squad nearby when you open it up, and maybe pre-designate some walls to seal it off from the caverns. I don't expect the chalice to be completed for several turns, just do what you can on the pumps.

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Ah well... hmm... I see a way to solve our melancholy soldiers problem in any case...

Careful, investing time into 'fixing' Doomforests is sort of like discovering yourself in a slowly-sinking rowboat with twenty other people and nothing but a elk-bone tablespoon to bail yourself out. As it happens, all 21 of you have also decided to take turns with the tablespoon and it takes a few minutes to agree on who's next. There was a list, but it was washed away after a particularly big wave came over and. . .

Sometimes someone will get the spoon and tell us he's working on the leak, but after a few minutes he hands the spoon back and says that he just couldn't manage the time investment, and that we'll have to do without.

Just take care, guard Smuntsu with your life, and all will be well.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on January 29, 2016, 09:56:34 am

That is an unusually accurate statement and if we still had an OP it should have gone in it.

Title: Re: The Hastening of Doomforests

Post by: Imic on January 31, 2016, 06:06:09 am

Could you dwarf me please? If so, could it be a male hammerdwarf named Imic the 23rd,thx!:)

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on January 31, 2016, 06:15:17 pm

Quote from: TheFlame52 on January 29, 2016, 09:56:34 am

That is an unusually accurate statement and if we still had an OP it should have gone in it.

Indubitably!

Title: Re: The Hastening of Doomforests

Post by: Kevral on February 01, 2016, 07:00:58 am

Imic the 23rd has been dorfed.

Had a break over the weekend. Pushing ahead now to get the game done this week.

I looked back through the thread and heard reference to 'plans' for the Chalice. If someone could PM those to me, I'll look them over and see what progress I can make.

As I'm playing now and will likely do part/all of Summer, I doubt I'll get far with the Chalice. However, I will fortify the lower areas which are definitely wild caverns at the moment. I expect to encounter !fun! along the way.

Quote from: Salmeuk on January 28, 2016, 07:35:27 pm

Careful, investing time into 'fixing' Doomforests is sort of like discovering yourself in a slowly-sinking rowboat with twenty other people and nothing but a elk-bone tablespoon to bail yourself out. As it happens, all 21 of you have also decided to take turns with the tablespoon and it takes a few minutes to agree on who's next. There was a list, but it was washed away after a particularly big wave came over and. . .

As I say - there's very little to fix. Everything is progressing smoothly, if not efficiently. Really I'm just tidying (and more than I might with my own forts I might add).

And don't we have an OP any more? Should someone take that over or clone the thread?

Title: Re: The Hastening of Doomforests
Post by: Imic on February 01, 2016, 08:36:29 am

A lone figure stood near doomforests. He carried an old hammer, his armour was bent and his clothes were in tatters. he surveyed the area, and started towards the new mountainhome. For a long time now, he had been looking for oneting: answers. He had heard of doomforests before, but he had never actually seen it up close. Only three days ago, he had taken a book off the shelves of the elder of stroking and began to read. All it really was were copied scraps of old pages found around the fort by traders, all taken together and turned into one book. He had read long into the night and had only stopped at midnight for a rest. He would continue in the morning. Only, someone didn't want himto finish. Thenext morning, he woke up to the door swinging shut, and no book. Something was happening here, although only Armok himself knew all the plans together... He trudged on. All answers seemed to be here now... "oh well" he said to himself, "ya' know i had really hoped that i could retire at this point". but fate had not been very nice... He trudged on, and never noticed a dwarf shaped shadow dart thrugh the trees.

Ooc; you can work this into any plots starting up... All Imic wants are answers

Title: Re: The Hastening of Doomforests
Post by: Kevral on February 01, 2016, 10:56:05 am

When I retired to my rooms with a roast and an ale, I found a strange document left on my desk resembling a crude map. It appeared to identify that blood-strewn cave I had heard discussion about as a potential site for the Chalice of Armok - whatever that might become. Is this more activity on the part of the cults? It sounds harmless enough anyway though - I would be far more suspicious of a cult of one of those lesser gods, but venerating Armok can hardly be... bad... can it?

Curiosity piqued, I dug deeper through the maps to examine the access routes to the Chalice foundations. On the face of things the route was simple, if poorly protected. The route at the end was covered in blood, and had a few body parts strewn about. The route was walled off -twice-, and the staircases had been cut. Opening this cavern up would be risky for a time.

Deciding did not take long; we should not simply sit around and continue as we are. If in doubt, dig deeper!

I ordered three of our squads down to an unused, but beautifully carved wall behind the breweries (whyso, I will not know, perhaps some engravers were just.. practicing?), and ordered the wall to be torn down. This became the order of the day as we progressed down into these unused halls we carved not long ago - abandoned why? Felling trees and caps growing across the paths while fortifying the walls, the elite of our elite keeping their ears listening for sounds of the beasts we knew lurked below.

And before long, combat!

<u>Spoiler</u> (click to show/hide)

The His Holyness bashes The Axe Lord in the left hand with her Esilver war hammerE, bruising the fat through the Esteel left gauntletE! The His Holyness stands up.

Will you keep it down back there? Their tussle is brief, but no-one lays any charges so I leave them to it. We're dwarves, we can't get by without a little fighting.

Not long distracted, we catch sight of a new beast below!

Spoiler (click to show/hide)

It is close by - very close. Before long it works its way into the pool of lava at the base of this structure. Though it is made of steam, it appears unable to fly. I suspect that a land route exists down to it, but it seems unbothered by us. I also do not know how one begins to fight a being made of steam.

Otherwise, excavations proceed smoothly. Floors are laid over holes, walls are constructed. Defenses against further beasts, and more caverns fall under our grasp.

Before long, however, the soldiers get bored and I dismiss the squads one at a time. By the end of summer, most of the area is walled off with little further incident.

A few minor noteworthy actions that happened in this time.

14 Hematite: Another tantrum from the usual suspect, Don Pedro. Really, not sure why I mention this any more - it seems to be a constant feature. The human caravan arrives also, where we trade for a number of raw materials to refine. Don't really need them, but it lets us get rid of more trash.

17 Hematite: Pencil Art is reelected as mayor.

28 Hematite: The most dangerous forgotten beast still remaining alive, Simo devours a troll in one bite as if it does so every day. Maybe it does? It remains uninterested in finding a way to our fortress though.

16 Malachite: Ast Likotkib, previously an unknown fisherman withdraws from society with a strange idea, claiming a Craftsdwarves Workshop.

Spoiler (click to show/hide)

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Title: Re: The Hastening of Doomforests
Post by: Kevral on February 01, 2016, 11:02:48 am

A -very- uneventful season. Tried to enliven the mundane tasks with some descriptions. Despite the slow speed, things are gradually getting done.

Sufficient glass has been crafted in the background to make a respectable pump stack if required.

The north half of the cavernous 'dumping ground' has been cleared. I'd rather wall that whole floor off to hopefully lower pathing complexities (if that helps).

Southern half currently not dealt with, but I need to work out how and where I would want to clear our MANY (x17, but they are all huge) furniture stockpiles into a quantum someplace.

Discovered another fun random passage that, at my guess, was used to get immigrants inside and hide them during a siege.

Probably going to continue here and make a push into Autumn as well.

One other thing I note as well. I accidentally hit the civilisations key (rarely need to use it but...)

Spoiler (click to show/hide)

```
Renussnodub, "The Frilly Plagues", Goblin
Acathósanera, "The Ochre Music", Elven
Tolus, "Tolus", Kobold
Mong Desa, "The Nation of Scrubbing", Human
Amost Sat, "The Town of Stroking", Dwarven
```

Isn't our parent civilisation Stroking? Does that say we're at war with our founders?!

Title: Re: The Hastening of Doomforests
Post by: Gwolfski on February 01, 2016, 02:25:01 pm

Quote from: Kevral on February 01, 2016, 11:02:48 am

well, this IS doomforests....

Title: Re: The Hastening of Doomforests
Post by: DDDragoni on February 01, 2016, 02:53:42 pm

One other thing I note as well. I accidentally hit the civilisations key (rarely need to use it but...)

Spoiler (click to show/hide)

Spoiler (click to show/hide)

Renussnodub, "The Frilly Plagues", Goblin
Acathósanera, "The Ochre Music", Elven
Tolus, "Tolus", Kobold
Mong Desa, "The Nation of Scrubbing", Human
Amost Sat, "The Town of Stroking", Dwarven

Isn't our parent civilisation Stroking? Does that say we're at war with our founders?!

That would be because you're viewing the relationships of the Goblin civ your cursor is on. They are at war with Stroking.

Title: Re: The Hastening of Doomforests
Post by: PsychoAngel on February 01, 2016, 04:27:39 pm

Also, how're the soap stores looking?

Title: Re: The Hastening of Doomforests
Post by: Imic on February 01, 2016, 04:50:21 pm

The journal of Imic the 23rd

Entry one

I finally arrived at doomforests today and the first thing I saw was a bunch of people in a panic about a huge human like figure made up of steam. Then The overseer ran past trying to tell people about war before someone came over and turned his notes right side up. He then walked away, grumbling about the amount of paperwork. He was then tailed by someone asking about the fort's soap stores. THEN someone actually noticed me and asked a bunch of questions (yer name, yer job, yer date of birth) before pointing out a room to me, giving me a timetable for militia training and running off to talk to someone about a missing fisherdwarf. Something tells me that I'm going to have a harder time here then i originally thought i would have. Oh well.

Entry two

I have discovered to things.

Thing one: it would seem that the various cults rumered about in stroking are indeed true. One tried to steal my rations. Or i think it was a cultist. It may just have been a dwarf in a black cloak who was running out of food. Either way, that was not on, not on at all. Thing two: i have found a proper history book with the complete history of this place. I shall spend as much time as i can reading it.... However i can't shake the feeling that I'm being watched... Strange...

Title: Re: The Hastening of Doomforests
Post by: TheFlame52 on February 01, 2016, 05:21:58 pm

That steam FB is a goddamn pushover, send literally anyone to go kill it.

Title: **Re: The Hastening of Doomforests**Post by: **Taupe** on **February 02, 2016, 01:25:58 am** 

Quote from: TheFlame52 on February 01, 2016, 05:21:58 pm

That steam FB is a goddamn pushover, send literally anyone to go kill it.

Yes. Send Flame.

Hell, if you can retrap him and return him to his office, I bet you could send Smunstu after it...

Title: Re: The Hastening of Doomforests
Post by: Imic on February 02, 2016, 05:51:47 am

The journal of Imic the 23rd

Entry three

I have reached page seventy of the combined history of doomforests. I am gaing to go to sleep now, but from looking around i have discovered that taupe the II died sometime in the past. No-one talks much about him anymore out of respect, apart from that one drunk

dwarf who spends all of his time in the main hall. From what i can tell, Taupe II dragged this fort out of the gutter after two simultaneous beast attacks, one mutant snail and one goat from the depths of hell. After the attack there were only four survivors. One of them was Taupe II. The others died of fever. Afterwards he voted himself mayor (he got 100% of all the votes!) and accepted the hat of overseer (made of rock, or so I'm told) cured himself of fever and dragged up the fortress using the next immagrant wave. he later retired and, although I'm not sure who took over his post, he remained there for the rest of his years. Then the drunk old dwarf who had been talking to me fell over unconscious. Wow. I am going to maybe gather information on this "minister smunstu" that lives here, but until then, I need a nap.

Entry four

I have not gathered any useful info on smunstu, however Drazoth III seems suspicious to me, and I think that maybe I should spy on him. If he sees me, however, I'm doomed.

I like this fort already

Title: Re: The Hastening of Doomforests Post by: Drazoth on February 02, 2016, 09:55:13 am

Dear Dark 2:

Sorry for taking so long to reply to your letter. I have been rather busy of late. While things may seem to be improving in the fort, or at least not worsening, there is on problem growing much worse. The ambient magic in the stone here is increasing rapidly, as it has been ever since Mate the 888th started the adamantine mining. I think that by mining adamantine, it has weakened the barrier that prevented the energies of hell from leaking out. I think this may be responsible for our last overseer's desire to "conquer" hell. The increase in ambient energy has allowed them to begin influencing people's minds. Thank Armok his term ended before he actually opened hell.

On the plus side, Don Pedro's spirit has departed, though I worry about the effect it's having on his former host. at least we no longer need to fear him meddling in the affairs of this fort. Also, I believe some fool has been spying on me. I think I might have Hans or Kronk deal with them if they continue this.

Sincerely, Drazoth the Third

Title: Re: The Hastening of Doomforests Post by: Imic on February 02, 2016, 02:02:39 pm

The journal of Imic the 23rd

entry four

i have decided that, after more close calls then i would like to admit, i am going to stop spying on drazoth, for my own good. From what I've learnt and from previous experience, I think that he is slightly more of a threat then i had first imagined. for this reason, i am stopping. no buts. Also i have learnt thet smunstu is indeed alive and kicking, and i plan to visit him, preferably soon...

if anyone in doomforests had gone down a certain path that night, or looked a certain way, they would have seen a dwarf walk up to an odd looking wall with air holes, a conversation then took place between the wall and imic

Imic:hello...

wall:hello

imic:you can talk in dwarven?

wall:yes, and i am called smunstu.

imic:I've been looking for you...

smunstu: I know. i can hear everything that happens in the next few coridoors.

imic:i wanted to ask you if you... \*whisper whisper\*

smunstu: good point i...\*whisper whisper whisper\*

imic:whisper

smunstu: see you soon then...

imic: until then...

imic didn;'t notice a door behind him slowly close... and footsteps leading away...

Title: Re: The Hastening of Doomforests

Post by: Dark One on February 02, 2016, 02:52:39 pm

### **Journal of Dark Two**

Dark Two was sitting in his office and thinking. Kevral, the current overseer was making a great job managing Doomforests, no deadly accidents in a few months! But seriously, he put great effort in making this place much more efficient. Klan-Master thought that he should be an honourable member of Order of The Ale! In other news, a new dwarf appeared in mountainhome. His name was Imic the 23rd, and he was a hammerdwarf. The Order would need some new recruits, a drafting letter should be sent to him.

Spoiler: To Imic the 23rd (click to show/hide)

To Imic the 23rd

We would like to honour you with a possiblity to join The Order of The Ale. This is a great opportunity for joining fortress's community and earning respect amongst our dwarves. We fulfill our duty as guards of Doomforests, standing close to militia. We are the law, a great responsibility lies on us. This is a chance to join us and gain glory, or receive support for your other goals, as long as they aren't a threat to safety of Doomforests.

Klan-Master Dark Two, Order of The Ale.

Then Dark Two called for messanger. The dwarf brought him a letter from Drazoth the 3rd.

Spoiler: Letter to Dark Two (click to show/hide)

Quote from: Drazoth on February 02, 2016, 09:55:13 am

Dear Dark 2:

Sorry for taking so long to reply to your letter. I have been rather busy of late. While things may seem to be improving in the fort, or at least not worsening, there is on problem growing much worse. The ambient magic in the stone here is increasing rapidly, as it has been ever since Mate the 888th started the adamantine mining. I think that by mining adamantine, it has weakened the barrier that prevented the energies of hell from leaking out. I think this may be responsible for our last overseer's desire to "conquer' hell. The increase in ambient energy has allowed them to begin influencing people's minds. Thank Armok his term ended before he actually opened hell.

On the plus side, Don Pedro's spirit has departed, though I worry about the effect it's having on his former host. at least we no longer need to fear him meddling in the affairs of this fort. Also, I believe some fool has been spying on me. I think I might have Hans or Kronk deal with them if they continue this.

Sincerely, Drazoth the Third

It seems that not everything is as good as one could thought. Breaking barrier of Hell might end with a disaster. On the plus side, Don Pedro has left! This, or his host is stronger that he thought. That's good, but I'm afraid his host is lost forever and must be dealt with before it would be too dangerous. I should write a letter to Drazoth the 3rd:

Spoiler: Letter to Drazoth the 3rd (click to show/hide)

To Drazoth the 3rd:

What can be done to decrease the ambient energy? We should reduce it, as well as stop breaking last barrier of Hell. Whether Don Pedro left, or his host was stronger than him, it's a husk that must be removed, or used as a way of getting more information about RegenReich. I'm not sure who could spy on you, but if I'd get any information about that, I'll let you know.

Dark Two

Title: Re: The Hastening of Doomforests

Post by: Imic on February 03, 2016, 05:20:41 am

Imic the 23rd sat down slowly. On the table in front of him was a letter from someone who called himself 'dark two'. The letter's message was simple, woold you like to join the order of the ale. At first glance, it wasn't so bad. Ale was his second favorite beverage after all, just after beer. But he was worried. He had a lifetime's experience of backstabbing, plot and skulduggery. Not that he was the backstabber. No, he would never do such a thing,he was honor bound to do good, however that was the problem. You see, it really all depended on your idea of good. He thought about it, pondering the possible outcomes, before he went to sleep. This was a mistake

He woke in a passage. It was dark. The walls were covered in blood. He got up. He walked along the passage. He recognized it. He was in datetattooed. He walked through the shadow city, before long seeing light. But out of the light came a huge helmet. Red eyes glowered at him. The helmet sprauted arms and legs. Then a torso. Then, it lunged for him.

He got out of the chair, and immediately got a roll of parchment from his coat. He fetched a quill and started writing a letter to dark two

And he woke up.

Dear dark two

I have decided to take up your offer of joining the order of the ale. Should you accept me on this i have been having nightmares lately, and if you could, i would like your advice on the matter.

Thank you again for the offer.

Sincerely, Imic the 23rd, of doomforests

Formerly of stroking

He took the letter and, promising himself to look up this orderin the history books, gave it to the bored looking fellow who had given it to

Now he could only wait...

Title: Re: The Hastening of Doomforests

Post by: Imic on February 03, 2016, 09:04:03 am

Nevermind, just post stuff! Why is no-one posting!? I GOTS TA KNOW

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **February 11, 2016, 09:57:15 pm** 

Hello? Anybody home?

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on February 12, 2016, 02:22:39 am

Quote from: Drazoth on February 11, 2016, 09:57:15 pm

Hello? Anybody home?

Title: Re: The Hastening of Doomforests

Post by: Hans Keip on February 12, 2016, 08:47:47 am

I've been keeping watch over the place but I'm sorry sirs, it seems that everyone has been taking some time off.

Can I get you any refreshment while you wait?

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **February 12, 2016, 12:16:48 pm** 

Quote from: Hans Keip on February 12, 2016, 08:47:47 am

I've been keeping watch over the place but I'm sorry sirs, it seems that everyone has been taking some time off.

Can I get you any refreshment while you wait?

Another bottle of rum and some tea to go with it if you would be so kind.

(I know I said I'd have thenext part of the archive done by now, but I've been busy/sick. I'll try to get done within the next week.)

Title: Re: The Hastening of Doomforests

Post by: Taupe on February 12, 2016, 04:15:28 pm

Great job with the archive, by the way.

Title: Re: The Hastening of Doomforests

Post by: Imic on February 14, 2016, 01:05:51 pm

O thank Armok, i thought that the thread was going to die.

Death is inevitable!

Also, on the topic of drinks, could I have some fanta please? Some beer would'nt hurt either though...

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on February 14, 2016, 02:04:57 pm

where is the next writeup/turn summary?

## Title: Re: The Megabattle in Doomforests - To be Engraved on a Stone Wall Near You!

Post by: Imic on February 14, 2016, 03:09:29 pm

sorry, wrong post

### Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **February 15, 2016, 12:08:04 pm** 

I have three days off. Is anybody playing?

### Title: Re: The Hastening of Doomforests

Post by: Drazoth on February 15, 2016, 12:50:53 pm

If I remember correctly Kerval was about halfway through their turn before the thread went quiet.

### Title: Re: The Hastening of Doomforests

Post by: Imic on February 15, 2016, 02:09:26 pm

I say we skip their turn and let the drazoth conspiracy... Continue...

### Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **February 15, 2016, 03:22:50 pm** 

Too bad. If the save was ready to use I was legit willing to set up a Smunstu Megakill.

### Title: Re: The Hastening of Doomforests

Post by: Sacasco on February 16, 2016, 06:30:20 pm

The last mention was of the 16th of Malachite, so around 3/8 of the way through the year. I've no idea what's happened since then. As to whether to move on, your call. The next turn belongs to jwoodward48df, in case you were wondering. Personally I'm tempted to give Kevral the benefit of the doubt here, as many have had much longer turns before.

### Title: Re: The Hastening of Doomforests

Post by: Kevral on February 17, 2016, 08:43:50 am

Apologies for the delay.

It appears to be the truth that signing up for a DF game increases your odds of being attacked by health/work/other issues.

As much as I want to continue, it's best I pass over the game. Not how I wanted my first community game to go, but let's get it back on the road for everyone.

Not much happened in the year, but the save will mean someone else can get to new !fun! quicker.

Let me know if there's an issue with the save, and I'll see what I can do.

http://dffd.bay12games.com/file.php?id=11780

### Title: Re: The Hastening of Doomforests

Post by: **Salmeuk** on **February 17, 2016, 02:09:45 pm** 

I'm not sure I could go on living if Smuntsu died.

### Title: Re: The Hastening of Doomforests

Post by: **Sanctume** on **February 17, 2016, 02:33:28 pm** 

cue: Uninvited Guest sings, **Titan**ic "My Heart Will Go On."

### Title: Re: The Hastening of Doomforests

Post by: Taupe on February 18, 2016, 12:07:26 am

Quote from: Salmeuk on February 17, 2016, 02:09:45 pm

I'm not sure I could go on living if Smuntsu died.

You lack of faith in Smunstu's military might is heartbreaking.

## Title: Re: The Hastening of Doomforests

Post by: Sacasco on February 20, 2016, 10:35:24 am

And so we have this:

jwoodward48df

TechnoXan?

Me (Sacasco)

Gwolfski Sanctume

Tauna

Taupe Drazoth

PsychoAngel

I've PMed jwoodward48df, so we should be hearing back shortly.

I'm sorry you weren't able to finish, Kevral. I hope the events were of a relatively positive, or at least benign, nature. If you feel you want a turn later, please just ask.

Hang on, how did I seem to end up managing this thing anyway?

Title: Re: The Hastening of Doomforests

Post by: **Iamblichos** on **February 20, 2016, 11:04:46 am** 

I see Sanctumcoal sent a messenger looking for Doomforests... the thread shuddered and began to rise!

### Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **February 20, 2016, 11:39:12 am** 

Quote from: Sacasco on February 20, 2016, 10:35:24 am

And so we have this:

jwoodward48df TechnoXan? Me (Sacasco) Gwolfski Sanctume

Drazoth PsychoAngel

I've PMed jwoodward48df, so we should be hearing back shortly.

I'm sorry you weren't able to finish, Kevral. I hope the events were of a relatively positive, or at least benign, nature. If you feel you want a turn later, please just ask.

Hang on, how did I seem to end up managing this thing anyway?

Wait who are you?

### Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on February 20, 2016, 01:17:48 pm

Stick me back on the turn list, please.

Also, are we going to end the fort any time soon?

### Title: Re: The Hastening of Doomforests

Post by: Dozebôm Lolumzalis on February 20, 2016, 02:05:56 pm

Never! This will stand until it falls! (And then I'll reclaim, if I have to.) This amazing saga shouldn't just be "ended" by forces outside its world!

I'm taking my turn now. (I am honored to wear the same rutile crown as the great idiots leaders of Doomforests! But it is rather too heavy... Perhaps rutile-plated aluminium?)

-----

What the hell is this place?

## Title: Re: The Hastening of Doomforests

Post by: Taupe on February 20, 2016, 03:00:37 pm

Quote from: jwoodward48df on February 20, 2016, 02:05:56 pm

-----

What the hell is this place?

Wait until you unpause and watch the inneficiency with which your plans will not be carried.

## Title: Re: The Hastening of Doomforests

Post by: Sacasco on February 20, 2016, 05:16:54 pm

jwoodward48df
TechnoXan?
Me (Sacasco)
Gwolfski
Sanctume
Taupe
Drazoth
PsychoAngel

There we go.

TheFlame52

Quote from: Taupe on February 20, 2016, 11:39:12 am

Wait who are you?

I'm the person who turned up out of nowhere and actually worked out what the order for turns was. At least, I think I am. Actually, my identity is no longer the same from moment to moment, so I am in fact, the same as the rest of you, a person with no prior experience of anything who shall exist only for an instantaneous fragment of time, when I don't have time to come to terms with existing before my replacement steps in to try to work out the whole thing again. This is the tragedy and the wonder of life, for everything should be full of beauty when you see it for the first time.

Do you ever think "If time can in no real sense be said to exist, and this is my only moment, I really wish I'd chosen a better one"?

... Does that answer your question?

## Title: Re: The Hastening of Doomforests

Post by: Salmeuk on February 21, 2016, 12:30:39 am

Quote from: Sacasco on February 20, 2016, 05:16:54 pm

I'm the person who turned up out of nowhere and actually worked out what the order for turns was.

Ah, you must be a magician with a heart of gold and the patience of a disabled tortoise-keeper.

Spoiler (click to show/hide)

<u>Spoiler</u> (click to show/filde)
The tortoises are disabled, not the keeper, though he is farsighted and regularly has trouble with the garden latch.

Title: Re: The Hastening of Doomforests

Post by: Imic on February 22, 2016, 07:40:59 am

The dwarf imic had just sent his letter when he noticed that he seemed to be slowing down. He wondered what this was for a second, before being thrust back in time, losing his memory and...

A lone dwarf stood at the path to doomforests, he carried a warhammer in one han... Wait, he though... Was that... Deja vu? How odd. He could have sworn that he had been through this before, but he had only just arrived, so... A lone dwarf trudges towards doomforests, muttering under his breth as he walked.

Title: Re: The Hastening of Doomforests
Post by: Imic on February 22, 2016, 08:31:54 am

The dwarf imic had just sent his letter when he noticed that he seemed to be slowing down. He wondered what this was for a second, before being thrust back in time, losing his memory and...

A lone dwarf stood at the path to doomforests, he carried a warhammer in one han... Wait, he though... Was that... Deja vu? How odd. He could have sworn that he had been through this before, but he had only just arrived, so... A lone dwarf trudges towards doomforests, muttering under his breth as he walked.

Title: Re: The Hastening of Doomforests
Post by: Dozebôm Lolumzalìs on February 22, 2016, 03:22:46 pm

26th Limestone 1071:

I have arrived. After a journey from the mountainhomes into the forbidding wilderness beyond, my harsh trek has finally come to an end. My party of one is to keep this bloody fortress from killing itself for the sustained survival of all dwarvenkind.

There are almost no sane dwarves left, but with stout labor comes some semblance of sanity. Whether by bolt, plow or hook, provide for your dwarves. You are expecting a supply caravan just before winters entombs you, but it is Spring now. Enough time to secure lodging, 'ere the goblins get angry.

A new chapter of Doomforests's history begins here at this place. Strike the... idiots!

-----

Listen up you all! Yes, that means you! and you! I'm the overseer now, see? You left the rutile crown out for me, you knew I was coming. SO LISTEN UP!!

This place is a mess! Covered with vomit, winding tunnels that lead to nowhere. And what does everyone do? Make YET ANOTHER winding tunnel that leads to a "megaproject", or make some "megaproject" outside that everyone goes out to admire and then covers with vomit and then dies to goblins! \*wheeze\*

I will make no megaproject! My megaproject is Doomforests itself, my challenge keeping all of you idiots alive! So no more wasteful constructions. Military and industry reign supreme! And SOMEBODY GET ME A DRINK! I HAVEN'T HAD A GOOD DRINK OF ALE IN A FEW MONTHS, EVER SINCE I SET OFF ON THIS JOURNEY BECAUSE YOUR LAST... \*falls over exhausted\*

\_\_\_\_

My Journal: Ye gods, did I make a fool of myself. Should've known better than to try and make a dramatic entrance. Now they all think I can do something about this hellhole! I'm a librarian, hehe, the joke's on them. Better see if I can act like a good overseer though, I don't want to see this die on my watch. Couldn't they have gotten a militia captain to lead in the interim instead of me?

Title: Re: The Hastening of Doomforests
Post by: Imic on February 23, 2016, 09:23:31 am

The dwarf Imic the 23rd wanted to say two things to the new overseer:

Thing one: it was a rutile *hat*! Thing two: I am not an idiot

Thing three: Imic personally agreed with his ideas of industry and survival first, meaningless megaprojects last.

Oh well. This should go Relatively well...

I hope...

Title: Re: The Hastening of Doomforests
Post by: Gwolfski on February 23, 2016, 10:39:39 am

Scientists broke relativity, though. . .

http://www.cam.ac.uk/research/news/five-dimensional-black-hole-could-break-general-relativity

Title: Re: The Hastening of Doomforests
Post by: Dozebôm Lolumzalis on February 24, 2016, 09:30:11 pm

How was I to tell? It was an empty stockpiles with settings for a "rutile headwear". I took that as a crown, as in unmodded games, you cannot have an non-artifact stone cap. I suppose you can't have a stone cap at all. I don't think anyone's ever worn stone clothing. It sounds much too heavy.

Title: Re: The Hastening of Doomforests
Post by: Taupe on February 24, 2016, 09:37:20 pm



Title: Re: The Hastening of Doomforests
Post by: Imic on February 25, 2016, 03:15:00 pm

\*sigh\*... What did you find?...

Title: Re: The Hastening of Doomforests

Post by: Dozebôm Lolumzalis on February 25, 2016, 06:07:06 pm

I'm guessing the meme refers to the rutile headwear? I'm working on the write-up for the first month, BTW.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on February 25, 2016, 06:18:37 pm

I am a literal trickster spirit, what did you expect?

Title: Re: The Hastening of Doomforests

Post by: Imic on February 26, 2016, 01:51:26 am

sigh i am like a comet. I go sometimes, to see elsewhere, but i always come back... To doomforests.

Title: Re: The Hastening of Doomforests

Post by: Kevral on February 26, 2016, 03:59:57 am

The hat was still in that stockpile at the start of my round, but I think got carted off half-way through the year during a bulk move to the trade depot. If you're continuing from my half-year.

It won't have been sold though (as I only sold trash). Finding it again though might be a bit rutile.

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **February 26, 2016, 01:55:15 pm** 

Quote from: Kevral on February 26, 2016, 03:59:57 am

The hat was still in that stockpile at the start of my round, but I think got carted off half-way through the year during a bulk move to the trade depot. If you're continuing from my half-year.

It won't have been sold though (as I only sold trash). Finding it again though might be a bit rutile.

Inventory screen, people.

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on February 27, 2016, 07:48:17 am

Wait... I go away for a bit and you lose the HAT?! THE OVERSEERS HAT?! That thing is a sacred relic!

Last time I was here, there are rumors of Smunstucide, now the hat goes missing. The gods have abandoned us. Prepare the sacrifices of propitiation.

Title: Re: The Hastening of Doomforests

Post by: Sacasco on February 27, 2016, 12:13:11 pm

Quote from: Iamblichos on February 27, 2016, 07:48:17 am

Wait... I go away for a bit and you lose the HAT?! THE OVERSEERS HAT?! That thing is a sacred relic!

Last time I was here, there are rumors of Smunstucide, now the hat goes missing. The gods have abandoned us. Prepare the sacrifices of propitiation.

No! We've had *quite enough* cults, thank you. Next thing you know you'll be arguing whether to sacrifice crundles or sacrifice *to* crundles. And we all know where that ends.

On the other hand, we know where attempts to suppress cults end up, so I guess you can do what you want while I stand here and radiate stern disapproval at you.

If religious freedom is the pride of our fortress, I claim the freedom to disagree with any and all cults that require crundles or sacrifice in any way.

I'll be over here worshiping Armok like a real dwarf.

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on February 27, 2016, 08:18:20 pm

Worshiping Armok like a real dwarf? Join the inquisition, then. Hell, help Mate build the Chalice.

Title: Re: The Hastening of Doomforests

Post by: Dark One on February 28, 2016, 03:21:04 am

Join the Order of Ale. Almost same as inquisition, but with more booze.

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on February 28, 2016, 12:00:12 pm

There are no words in any spoken language that can accurately describe this fortress. ... Sign me up for overseer

## Journal of Ryukan

After much arguing, the council has voted Doomforest as our next target. I, as Lord High Judge, have volunteered for this probably fatal mission. My first act will be establishing the Order of the Black Arrow as a serious force within this den of cults. I will start looking for followers to join me.

The Order will succeed here as we have with other fortresses within the multiverse . I know the history of this place, I know the mortality rate. I will succeed.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **February 28, 2016, 12:31:05 pm** 

Yay, more cults/conspiracies! Just what this fortress needed!

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on February 28, 2016, 12:36:52 pm

Quote from: Drazoth on February 28, 2016, 12:31:05 pm

Yay, more cults/conspiracies! Just what this fortress needed!

The Order is no mere cult, we are an organization dedicated to spreading our will to all fortresses and our goal? To control all governments from behind closed doors, total secrecy is what all who don the black robes swear by. All who betray us never are seen from again. These silly little cults here are no match for the Order. We will not trifle around, these cults will be expulsed or destroyed, either join or die.

OOC: I really looking toward to this, this is by far, the largest fortress I've ever joined. But after several small forts, I think I am ready for this challenge.

(by the way, I benge read this thread in under 14 hours. And my sides hurt from laughing)

Title: Re: The Hastening of Doomforests

Post by: Dark One on February 28, 2016, 01:42:58 pm

Order of the Ale is no a mere cult, but rather real in-game militia squad (fortress guard I think). The more cults the better, now we'll have something evil to balance my goodly group.

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on February 28, 2016, 02:02:50 pm

Also, anyone wanna start a new thread? The OP on this one is gone and we need a new front page (well, an updated one anyway)

Title: Re: The Hastening of Doomforests

Post by: PsychoAngel on February 28, 2016, 04:19:45 pm

Might be beneficial, and I WOULD say that I'd do it, but I'm honestly not on enough to be the one for it.

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on February 28, 2016, 04:21:08 pm

Nah, it'll be fine...

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on February 28, 2016, 06:01:04 pm

I just whipped up some art for this fortress, a little shabby, but it says all there is about the Order

The Order Arrives in Doomforest Spoiler (click to show/hide)



Title: Re: The Hastening of Doomforests Post by: Salmeuk on February 28, 2016, 06:15:48 pm

I used to maintain OP but either I forgot the real password or drokles changed it on me, and hasn't said anything in either case. A new thread feels unnecessary since nowadays this fortress is less about 'real' updates and more about the stories surrounding it. IMO IMO DON'T SHOOT ME

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on February 28, 2016, 06:47:00 pm

The Codex of TechnoXan , Master Mecha Engineer

#### Entry Nine:

Oh how things have gone wrong... I never suspected my precious precious Crundles would turn on me. But alas, with great knowledge comes great danger. The rogue Crundle organisation known as the seeing eye has seized control of The Cavern entrance and are in a sustained skirmish in the habitation sector. The seeing eye is the largest of the Crundle factions and have absorbed two other Crundle tribes already, they now are roughly half the Crundle population, around 42 Crundles. The acolytes are holding them off while we are evacuating the Crundles from habitation but we are already barricading storage, we will retreat to those defensive positions within the month.. The fighting broke out months ago, I sealed Haven off when it started, although The Seeing Eye still has access to the caverns. I sent out three acolytes to observe the fortress during this calamity. And it appears we have lost all influence in the fortress. What can I expect? The Mechatechno sect has been inactive since my previous death, that and now the kill count stands at 24 Crundles on both sides and 7 Acolytes. Those loyal to the Mechatechno Sect now number at 22 Crundles and 11 Acolytes. My spies report their is a new resurgence in the accursed Armok worshiping, with members of the fortress banding together to fight us so called "heretics." And now I hear the very walls of Hell are being broken into at this very moment! I know for a fact Hell is not real. But I also know that ages old history does not lie, something is down there, something very dangerous. I dont know what to do. We are cut off from the caverns, and the civil war has put all Mecha plans on stand by. I need help. Never before has the Mechatechno sect been in such danger. I need Drazoth.

Letter to Drazoth III

"Dear friend I am in dire need. I know you have not heard from me or of the sect for a long time. I dont have time to explain, at this very moment The Seeing Eye are slaughtering my acolytes and wrecking Haven. I have sealed the gates, but I have a side passage, the directions are contained later in this letter. Come prepared, the Crundles have changed a lot since our meeting, they are armen with booze bombs and a standard issue axe-spear. Drazoth, we wont hold out much longer, the seeing eye outnumbers us and they are backed by a strange power, they have always been interested in matters of the occult, and of the warp stone."

\*BOOM!!!\*

"Great granite what was that!?" I yell.

"They have shattered the magma fall! it has been redirected from the forge, and its flooding the crystal farms and other upper levels!"

"Blast it! Cordon off the lower levels and speed up the retreat to the storage fortifications!"

We are out of time, all of the fake gods speed loyal messenger, warn Drazoth!!

PS: I dunno, we can just keep the normal thread I think, I dunno. :D

### Title: Re: The Hastening of Doomforests

Post by: Dark One on February 29, 2016, 03:03:03 am

Quote from: Salmeuk on February 28, 2016, 06:15:48 pm

IMO IMO DON'T SHOOT ME

\*Loads.375 h&h magnum gun\*

Ouote from: TechnoXan

Good to see you back TechnoXan!

### Title: Re: The Hastening of Doomforests

Post by: Sacasco on February 29, 2016, 03:37:15 pm

Alrighty, full turn list since I became informal bookkeeper of this place:

exodius1

TheFlame52

Kevral

jwoodward48df

TechnoXan? Me (Sacasco)

Gwolfski

Sanctume

Taupe Drazoth

PsychoAngel

TheFlame52

TheImmortalRyukan

## Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on February 29, 2016, 04:06:52 pm

Quote from: Sacasco on February 29, 2016, 03:37:15 pm

Alrighty, full turn list since I became informal bookkeeper of this place:

exodius1 TheFlame52 Kevral jwoodward48df TechnoXan? Me (Sacasco) Gwolfski Sanctume Taupe

Drazoth PsychoAngel

Hey, what about me.

Title: Re: The Hastening of Doomforests Post by: TheFlame52 on February 29, 2016, 05:03:09 pm

Stick me back on.

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on February 29, 2016, 06:49:12 pm

I double-checked and OP's password was changed some time ago.

Thanks for compiling that list Sacasco!

Title: Re: The Hastening of Doomforests Post by: Kevral on March 01, 2016, 03:58:21 am

Quote from: Iamblichos on February 27, 2016, 07:48:17 am

Wait... I go away for a bit and you lose the HAT?! THE OVERSEERS HAT?! That thing is a sacred relic!

For a sacred hat then it's a bit careless to have been left on the ground in front of the fortress, even if it was on a monument. Any passing goblin could have stolen it.

Title: Re: The Hastening of Doomforests Post by: Imic on March 01, 2016, 06:54:05 am

Imic wondered.

Is it time?

Gordak was happy for now, but something needed to be done.

But then again...

He and his brother had been searching for a place to continue the family business ever since their father died. Gordak had settled down, but imic had kept searching. And now, it seemed that doomforests needed them. He made up his mind. He would send letters to all his living kin, and the paladins of Armok, might, just might have a new home. He started writing.

He counted off the names:

Gordak,

Gadrok,

Goken,

Irkran,

Irdan,

gardrog Jr....

It was time.

Ooc: please name the next migrant wave with all these names. Gender dosn't matter (except for gordak, who's a male dwarf) but they meed to begin training with a warhammer.

Thanks

Title: Re: The Hastening of Doomforests Post by: Imic on March 01, 2016, 07:56:43 am

I just want to say, but salmeuk was the second person to post on doomforests. He could use yhat post as the new OP thinimajiggur. Is it a good idea?

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on March 01, 2016, 10:38:17 am

Quote from: Imic on March 01, 2016, 07:56:43 am

I just want to say, but salmeuk was the second person to post on doomforests. He could use yhat post as the new OP thinimajiggur.

Is it a good idea?

I guess 😊

Post by: Sacasco on March 01, 2016, 10:58:35 am

Title: Re: The Hastening of Doomforests

Quote from: TheImmortalRyukan on February 29, 2016, 04:06:52 pm

Hey, what about me.

Quote from: TheFlame52 on February 29, 2016, 05:03:09 pm

Stick me back on.

I'm very sorry to both of you. The entire purpose of reposting the list was to add TheImmortalRyukan, and TheFlame52 had been on the last list. I've no idea how I missed off both of you. Here's the corrected list, and I've also sorted out the one I posted previously.

exodius1

TheFlame52

Kevral

jwoodward48df

TechnoXan?

Me (Sacasco)

Gwolfski

Sanctume

Taupe

Drazoth

PsychoAngel

TheFlame52

TheImmortalRyukan

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on March 01, 2016, 04:55:35 pm

Please forgive me, I have been blind in my right eye lately and my left eye isn't as good.

Title: Re: The Hastening of Doomforests Post by: Sacasco on March 01, 2016, 05:50:25 pm

No, my fault, TheFlame52. I had put you on the list before the one I posted yesterday, but not on that one. I've now edited it to be correct. Sorry, I've just re-read my post and realised it's not as clear as I thought at the time.

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 02, 2016, 07:25:00 am

I just love how this fortress of Doomforests has stood for longer than even the OP could withstand.

Nothing short of a worldwide EMP could destroy this fortress... Even then

Title: Re: The Hastening of Doomforests Post by: Imic on March 02, 2016, 09:18:39 am

The world will change, but doomforests will withstand.

Welcome to doomforests, new, innocent, cultless migrants! I am here to give you a tour of the fort. Down here is the tower which was founded by the under - minister of not dying horribly... Or someone like that. Down here are the human traders!

Guards: DIE, WEREBEAST SCUM!!!!!

Moooving on... Here's the big hall... Over there is the monument to the former chief medical dwarf taupe the II...

Taupe's ghost: shut up

Oh! And ooover there is drazoth the-

Drazoth: shut up, go away

Yeesh, you can't give a good tour around here...

Mooooooooooving on!

Here is astville! Named after the werebeast who found it during her excursions to the caverns! Then she tore all the citizens to threads.

Here is the home of the mechanatechno sect, who Irandom cultist:get away from our precious crundles!

Moving on...

Here is the queen's throne roo-

The queen: hey! I asked you to clean my boots! Stop doing that and-

Moving on...

And, here is the goblin minister's room

Smunstu: that's former minister of agriculture, recently appointed prime minister, thank you very much!

And that concludes the tour! There is, of course, much more to see, the many cults, for example. And the soap, for another example! But you can find that out for yourself. Here in doomforests.

Lesser empires have risen and fallen in the nearly 40 years that this fortress has gone for. Vampires, necromancers, goblins, demon goats, demon snails the-names-of-which-we-dare-not-utter-lest-we-invoke-their-wrath, crundles, more crundles, ghosts, ministers, soap, werebeasts and much, much more have ended up, washed here by the cruel oceon of life. Welcome,

To doomforests.

Edit: just took out some typos and stuff

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 02, 2016, 11:01:59 am

Quote from: Imic on March 02, 2016, 09:18:39 am

Lesser empires have risen and fallen in the nearly 40 years that this fortress has gone for. Vampires, necromancers, goblins, demon goats, demon snails the-names-of-which-wedare-not-utter-lest-we-invoke-their-wrath, crundles, more crundles, ghosts, ministers, soap, werebeasts and much, much more have ended up, washed here by the cruel oceon of life.

Welcome, To doomforests.

Sigged

Title: Re: The Hastening of Doomforests Post by: Imic on March 02, 2016, 11:39:38 am

Quote from: TheImmortalRyukan on March 02, 2016, 11:01:59 am

Quote from: Imic on March 02, 2016, 09:18:39 am

The world will change, but doomforests will withstand.

Welcome to doomforests, new, innocent, cultless migrants! I am here to give you a tour of the fort. Down here is the tower which was founded by the under - minister of not dying horribly... Or someone like that. Down here are the human tradrs!

Guards: DIE, WEREBEAST SCUM!!!!!

Moooving on... Here's the big hall... Over there is the monument to the former cheif medical dwarf taupe the II... Taupe's ghost: shut up

Oh! And ooover there is drazoth the

Drazoth: shut up, go away

Yeesh, you can't give a good tour around here...

Mooooooooooving on! Here is astville! Named after the werebeast who found it during her excursions to the caverns! Then she tore all the citizens to threads.

Here is the home of the mechanatechno sect, who Irandom cultist:get away from our precious crundles!

Moving on...

Here is the queen's throne roo-

The queen: hey! I asked you to clean my boots! Stop doing that and-Moving on...

And, here is the goblin minister's room

Smunstu: that's former minister of agriculture, recently appointed prime minister, thank you very much!

And that concludes the tour! There is, of course, much more to see, the many cults, for example. And the soap, for another example! But you can find that out for yourself. Here in doomforests.

Lesser empires have risen and fallen in the nearly 40 years that this fortress has gone for. Vampires, necromancers, goblins, demon goats, demon snails the-names-of-whichwe-dare-not-utter-lest-we-invoke-their-wrath, crundles, more crundles, ghosts, ministers, soap, werebeasts and much, much more have ended up, washed here by the cruel oceon of life. Welcome.

To doomforests.

Sigged

All of it? Wow!

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 02, 2016, 11:43:57 am

Quote from: Imic on March 02, 2016, 11:39:38 am

Quote from: TheImmortalRyukan on March 02, 2016, 11:01:59 am

Sigged

All of it? Wow!

LOL, no, I was just on my phone and I just couldn't stop laughing, and I was in a rush, but wow, you nailed it

Title: Re: The Hastening of Doomforests
Post by: Imic on March 02, 2016, 11:49:14 am

:) Thanks!

Title: Re: The Hastening of Doomforests

Post by: Dozebôm Lolumzalis on March 02, 2016, 05:06:10 pm

So sorry guys, I had an 8-page essay on "kairos, the humans of uw-stout project, and self-concept" to write. Geez, in just one week.

But I'm back and doing very well! I will make sure to post something tonight.

((Also, I LIKE THIS THREAD DON'T MAKE A NEW ONE))

Title: Re: The Hastening of Doomforests

Post by: Dozebôm Lolumzalis on March 02, 2016, 06:22:13 pm

A former overseer has requested that I search for a missing rutile crown. Yes! A job befitting my skills! My years as a Record Keeper will surely pay off as I alphabetize the surely-meticulous records taken by the bookkeeper of this wonderful...

No.

Nonono.

No way am I touching that book. Drokles has been more and more depressed lately, and he hasn't reorganized this heap of papers lately. So his office is just a cloud of fibrous material.

Hey you! Random dwarf! Yeah you! Look at these books, tell me where you see the words "rutile" and "headwear" together! Yeah!

A dwarf run up to me, shouting something about a mason being mauled by crundles in the caverns. I send every single militiadwarf after the crundles. Yeah, that should do it.

I hope I didn't just mess up badly.

----

OH NO

I just sent the sheriff out on a mission where there are dangerous beasts

With the entire militia, but slowly filing out one by one

And the entire fortress is following them to tell the sheriff about some idiot's crime

DAMMIT

A FORGOTTEN BEAST

WHY ME

((Dorf just got real.))

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on March 02, 2016, 08:55:03 pm

This just in, I decided to modify the second post so we can have a proper turn list. I'll edit it in when I get home!

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **March 03, 2016, 02:27:33 am** 

Quote from: jwoodward48df on March 02, 2016, 06:22:13 pm

And the entire fortress is following them to tell the sheriff about some idiot's crime

DAMMIT

A FORGOTTEN BEAST

WHY ME

Yuuup, sounds like Doomforests alright.

Title: Re: The Hastening of Doomforests
Post by: Imic on March 03, 2016, 04:52:08 am

I want to sign up for overseer...
But i dont know how to *discreetley* upload a save.
Or upload a save at all.

Lol.

Title: Re: The Hastening of Doomforests

Post by: TheFlame52 on March 03, 2016, 09:45:29 am

Quote from: Imic on March 03, 2016, 04:52:08 am

I want to sign up for overseer... But i dont know how to *discreetley* upload a save. Or upload a save at all.

Or upl

http://dffd.bay12games.com/ Use it.

### Title: Re: The Hastening of Doomforests Post by: Imic on March 03, 2016, 10:01:36 am

Quote from: TheFlame52 on March 03, 2016, 09:45:29 am

Quote from: Imic on March 03, 2016, 04:52:08 am

I want to sign up for overseer... But i dont know how to *discreetley* upload a save.

Or upload a save at all.

http://dffd.bay12games.com/

Use it.

Right.

I won't sign up for overseer just yet

Muahahahahahahacough cough cough...

Title: Re: The Hastening of Doomforests

Post by: Iamblichos on March 04, 2016, 05:45:50 pm

Longshanks came once and saved the fort.

Don't make him come back.

Title: Re: The Hastening of Doomforests Post by: Taupe on March 07, 2016, 09:31:02 pm

The most recent Cinema Sins video confirms what residents of Doomforests have known for years:

"Soap is the strongest object in the cartoon universe"

Title: Re: The Hastening of Doomforests

Post by: TechnoXan on March 08, 2016, 10:34:04 pm

The Codex of TechnoXan, Master Mecha Engineer

Entry Ten

Day 13 of Havens War

Blast it they dug another tunnel in!? Crafty little traitors. Send an acolyte to patch it up, they did what to a mason? Oh my, they are becoming more brazen, attacking fortress dwarves for no apparent reason. Oh gods, are they making another push? To the barricade!

30 minutes of fighting later

Two more sect Crundles down and for four Seeing Eye traitors. We appear to be winning but they have the advantage of overwhelming numbers. We need help. Drazoth III is unresponsive, my old friend is busy. Hmm. Fido tells me of some kind of organization dedicated to alcohol, I myself have kicked the disgusting habit that has plagued us Dwarves, but maybe I will reach out to them. The Inquisition is out of the question, and the Mechatechno sect is running out of time. Fido! Dictate.

Letter to Dark Two

"I know not of who you are or why you are here, but I am TechnoXan. I have heard of your organizations prowess with the art of warfare, I have need of your skill. I will say no more, meet with me at the entrance to the lower levels of the mines. Come alone, but do not fear, I need you too much to attempt to rid you from this world. Hurry, we are running out of time."

Go Fido send the message.

PS: hi Dark One! It's good to be back, it's been a while. :D

Title: Re: The Hastening of Doomforests Post by: Imic on March 09, 2016, 04:24:06 am

Hi techno!

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 09, 2016, 07:28:47 am

## Journal of Ryukan

After days of finding a decent place to sleep, I found a decent room to run the Order from. But lo, during last nights sleep, I heard the tale tale sounds of battle. BATTLE!! I thought at first it was just me, but when I got up and peered into the caverns, I was set upon by CRUNDLES! I easily dispatched them and I continued on down and stumbled upon a field of corpses. I noticed a strange insignia on both the crundles and the dwarves. I made note of this and went back to my room. I put a spell of silence on the door and slept...

Title: Re: The Hastening of Doomforests

Post by: Dark One on March 09, 2016, 08:02:40 am

## **Journal of Dark Two**

Klan-Master was sitting in his office, reading through latest reports and checking booze production orders. Everything went smoothly... well, except growing dangers in caverns. There were rumors of another forgotten one coming, and what's worse, magic detection confirmed it. Sometimes Dark Two thinks why is he still in this crundle ridden hole (even thought it's a mountainhome already). There's nothing but order keeping him here. Booze revolution succeeded, unusual case of Dark One solved, Order of the Ale founded and ready to protect civilians...

- Someone should take the lead in order, someone who can take care of this place better than me. - He thought while emptying another goblet. It was getting late he was getting tired. Just when klan-master left his office, a huge, muscular crundle wearing a robe with symbols somewhat familiar appeared. It brought a letter from TechnoXan. Dark Two was sure that this name was mentioned in journals of his predecessor. He took the letter and told crundle to wait for response. Recalling experiences with Don Pedro, he opened the letter carefully. He didn't detected any kind of magic within it, so he read the letter. After a while of pondering he took paper and started

writing.

Spoiler: Letter to TechnoXan (click to show/hide)

To TechnoXan,

The situation in caverns is perilous. First forgotten ones and now renegade crundles. I agree to help you as long as you'll keep your creatures at bay after problems with Seeing Eye are over. Expect a squad of knights arriving in caverns soon. They'll wait near a rock known to you as Warp Disturbance Pillar.

Klan-Master Dark Two The Order of the Ale.

He gave the letter to crundle, which left as soon as it received it. Then Dark Two headed towards his room, thinking of retirement and setting up a tavern somewhere.

# Title: Re: The Hastening of Doomforests Post by: Imic on March 09, 2016, 08:08:33 am

Imic was in bed.

He was, however, not asleep.

His family had always considered bed - time as the perfect time to think.

It had been guite a while since he had sent the letters off, but no migrants had come. None.

This worried him.

Among the problems of bringing the order of paladins back was the problem of where they would meet. Most nooks were taken up by cults, cults, and, you guessed it, workshops.

Then there were the other cults. The order of the black arrows, or whatever they were called, had set up shop now. They did it quietley, but not quietly enough not to be noticed by this old hammerdwarf.

The order of ale had not answered his letter, so he decided to re write his letter before his friends and family arrived. So, he got up and started to write.

Dear dark two.

I would like to cancel my attempted joining of the order of ale, as my fellow paladins from an old paladinial group have been notified to the culty nature of this city and shall be (hopefully) arriving here soon. From there i should like to protect this city from all threats, outside and in.i hope to work alongside you in the future,

Sincerely,

Imic.

He sent it off. Then lay down again. There was... Something about this place... Some kind of energy that caused groups of people, mainly religeous, to gather. Ther were three in this world. They never ended well, though. His family had seen it happen before. Nowadays they called it datetattooed. The third area had been a sacraficial alter that had not been used in 685 years, but doomforests still had hope. As long as his family arrived...

(Ooc) please, please don't forget to dorf those other people using the next migrant wave...

Please...

Gordak,

Gadrok,

Goken, Irkran,

Irdan,

<u>Ga</u>rdrog jr...

And yes, i did notice the whole "Goken" thing (ooc)

# Title: Re: The Hastening of Doomforests Post by: TheImmortalRyukan on March 09, 2016, 12:22:13 pm

## Events of Day 7 Since the Arrival of Ryukan and Company

Ryukan sat at the head of a table and his two acolytes were sitting as well.

"How bad?" asked Ryukan

"We've lost Silverstream, Cryptwells, and have been driven out of Deathhammer, Stonehelm, and 13 other Fortresses. Our only remaining Stronghold is Tombcrest, which is where the council has moved their seat of power," replied one of the acolytes.

"These Paladins are getting dangerously smart. Do they know of my arrival here?" Ryukan asked.

"As much as I would love to say otherwise, I think that our arrival here did not go undetected."

"Very well. Send word for a detachment of Truth Bearers to come here and aid us in our quest. Who is the leader of the Paladins here in Doomforest?"

"That would be Imic sir."

"Is he dangerous?"

"He is a Paladin sir."

"Hmm. Very well, you two may leave, keep scouting the other "cults" here and find if they would help further our mission."

"Yes your excellency" replied both acolytes.

As the two figure left the room Ryukan pondered several things. Who was this Dark One (or Two now as he was told) whose power he felt upon his arrival. Why was this fortress still standing even after any respectable fortress would've fallen. Why was there an obsession with a human town on the other side of the world. And, perhaps most important, why the hell is there no Strawberry Wine in this place?

Ryukan sat pondering these thing in the headquarters of the Doomforest Order of the Black Arrow.

# Title: Re: The Hastening of Doomforests Post by: Imic on March 09, 2016, 12:36:54 pm

"urist", said imic.

"Yes" said urist.

I've run out of the strawberry wine that i brought here.

"Er, and?"

"I hate it."

Pause

"Can i ask you a question?" Said Urist

"Yes, go ahead"

"What does this have to do with your post mail?"

"I honestly have no idea."

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 09, 2016, 12:57:19 pm

Quote from: Imic on March 09, 2016, 12:36:54 pm

"urist", said imic.
"Yes" said urist.

I've run out of the strawberry wine that i brought here.

"Er, and?" "I hate it."

Pause

"Can i ask you a question?" Said Urist

"Yes, go ahead"

"What does this have to do with your post?"

"I honestly have no idea."

Breaking the fourth wall much are we?

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **March 09, 2016, 01:00:37 pm** 

Drazoth the Third was sitting in his office, idly carving some bones, when Kronk Burst into the room. He looked like he had ran there from the other end of the fort.

"Sir, I was in the caverns on a walk when a came to a mangled corpse. It was holding this," Kronk holds up an envelope. "It's addressed to you sir."

Kronk Handed the letter to his boss, who took one look at the seal on it and realized who it was from. D3 tore the envelope open and quickly read the letter. Scowling, he took a swig form this bottle of rum and stood up. "Where's Hans?"

"Right here sir." Hans was standing behind D3, there was a large bulge in his coat that seem to we squirming.

"What do you have there?"

Hans looked mildly confused for a second before looking at his coat. "Oh, this? This is nothing important, just forgot I had it with me." There seemed to be a muffled voice coming from the wriggling coat. It seemed to be saying "Let me out you daft butler!", though D3 was quite sure.

"Fine. Dispose of whatever that is, then return to me at once. It seems one of the crundle tribes is rebelling against the MechaTechno, and TechnoXan has requested assistance. Kronk and I will head there now, Join us once you've dealt with your garbage."

"Very well sir." Hans then vanished from sight.

D3 and Kronk left the room, headed towards the caverns. Kronk seemed nervous, while D3 was almost serene.

"So, what do you think we can do boss? There's only the three of us, and probably around a hundred crundles?"

"Don't you worry about a thing Kronk. I have a little something I've been wanting to use." He pulled out the Dark One's gift from his pocket.

"Do you really think it's appropriate to use that for this sir?" Hans had fallen in step on the opposite side from D3 as Kronk.

"It likely isn't necessary, but I've been wanting to test this. This way if there is a problem, I can deal with it before it gets us killed."

"Very well sir."

The trio continued their decent to the caverns.....

Title: Re: The Hastening of Doomforests

Post by: **Imic** on **March 09, 2016, 01:08:56 pm** 

Sorry... MAIL POST

LETTERS
SAME FLIPPING THING

Title: Re: The Hastening of Doomforests

Post by: **Imic** on **March 09, 2016, 01:15:18 pm** 

Imic thought. In bed. It was a famil-

He sat up.

He surveyed his surroundings.

There was no mistaking it.

He was running out of time.

Darker forces were turning to this ancient citadel.

Beyond the black arrows, no... It was... Something fouler... Darker...

He got up. Put on his armour. Picked up his hammer.

And ran for the lowest levels of the city.

He needed to talk to his brother.

Title: Re: The Hastening of Doomforests

Post by: Dark One on March 09, 2016, 01:24:32 pm

Journal of Dark Two

Just before going to him quarters, Dark Two inspected booze stocks, just like in the days before the order. Everything was well, except a disturbingly small level of strawberry wine. What's more, Order was all out of strawberries! Klan-Master left a note to other brewers/knights to buy some more when next caravan comes. Then he left stills and went to his room. Just as he reached doors, his ring started to shake on his finger - right before he felt unusual turnings in energies. It had something to do with his predecessors power. Dark Two rushed inside his room to prepare before rushing into caverns. On the way, he picked three other knights passing by.

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Title: Re: The Hastening of Doomforests
Post by: Imic on March 09, 2016, 01:51:57 pm
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Imic ran. And ran. And ran some more. Then he tripped tover a glass half full of strawberry wine. Then he ran. And ran one little bit more. Then stopped. He wasn't good at magic, gadrok had been good at that, but he could cast up a little portal message.

"Testing? TESTING?"

"Yeesh, you needn't shout!" Came a voice from the other side of the portal.

"Hi gordak"

"Hi Imic"

"I heard that there have been... Problems with the government lately..."

"Yes, That was us. Cryptwells, silverstream, Hammerstone, Deathhammer, stonehelm, underhold, the dark pit, greatstone and Bannerhold. The rest were taken over by angry citizens. Except tombcrest. They seem to have moved their seat of power there... Again...'

"It was Underhold until you showed up, am I right?

"Yes, then they moved to Hammerstone. We took out the rest and left that one for last."

"What roused up the citizens of squirtedportals and the others?"

"Beats me if I know"

"Anyway, let's cut to the chase..."

"And that is...?"

"They're here."

Gordak nearly jumped through the portal

"WHAT"

"Yeaaaaaah..."

"Well, now I know why you wanted us to come..."

"Please hurry..."

"We'll go by the pass in squirtedportals... Though that would bring us beside *their* headquarters"

"You'll make it.'

"We'll try... But in the meantime you should try and get in charge of the place."

"Me? Dammit..."

"Sorry..."

"Oh well, see you soon..."

Bye.

The portal dissapeared. Imic turned around just in time to see a robed figure run away.

"Damn..."

### Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 09, 2016, 03:36:52 pm

Jesus, I mention a shortage of strawberrywine and now people are literally tripping over it in their posts :D

## Journal of Ryukan

Things are moving fast. I don't now if it's just the crundles but all of a sudden there was a flurry of activity and several people were running either towards the front, or, in Imic's case, running towards their secret places. I followed Imic personally, and I found that he too possessed a secret mirror. I overheard something about portals, but I had to run when the conversation was over... I think he saw me.

Back in the Sanctum, I summoned my two acolytes. I explained the situation to them. I suggested that we summon the Truth Bearers here now, and risk detection, rather than wait a week for them to show up. We all ate a decent meal then headed to the summoning room. We chanted a little of the Relev tongue. A light show later and before us were 12 of the Order's highest level assassins. Blinded at birth, these assassin's were literally bred for assassination. They were what the Order used to terminate rogue agents, and 12 of these lethal weapons stood before me now. I smirked and then laughed.

### Title: Re: The Hastening of Doomforests Post by: Imic on March 09, 2016, 04:20:22 pm

imic winced.

he knew that if they saw him, he would probably feel the sweet extremely painful and unfulfilling embrace of death.

he ran back to his room, barely making a sound, "more then enough for those blind ninjas to hear me"

he cursed them under his breath, he could not wait for more then roughly three seconds, he summoned a portal

"Gordak?'

" yes" "where are you?"

he was sweating nervously, those assassins were terrifying.

"did they see you?"

another paladin came in behind Gordak

"did they hear you?!"

"when I was talking to Gordak yes, but when i was spying on them, no."

"The paladin cursed in dwarven"

"WHERE ARE YOU"

he was getting more urgent

"at squrtedportals"

"we'll need to open a portal directly here. Now."

"Now." said the elderly paladin who walked in behind Gordak"

a walkey throughey portal appeared beside the talkey portal

the paladins walked through

"imic couldn't control himself. he hugged Gordak.

"it's good to see you."

after every other paladin there was hugged, they heard a swooshing noise.

"damn!'

"why can't they just not follow us for two seconds?"

"that was definately a cloak."

imic grimaced. even though they were all there, there was the business of explaining this to the current overseer.

and then there were the black arrows.

"let's hope this ends well..."

Ooc

please, purhlease dorf the family...

you can just name some peasants in the fort though now.

BUT TRIN THEM WITH HAMMERS

THIS INSTANT Ooc

Title: Re: The Hastening of Doomforests
Post by: Imic on March 09, 2016, 04:57:37 pm

I'm gonna head for bed now, please don't kill all the paladins while I'm gone...

Title: Re: The Hastening of Doomforests
Post by: Imic on March 10, 2016, 04:45:06 am

I'm back.

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on March 10, 2016, 05:25:59 am

Quote from: Imic on March 10, 2016, 04:45:06 am

I'm back.

Ok Ok don't murder me ;\_;

Title: Re: The Hastening of Doomforests
Post by: Imic on March 10, 2016, 06:59:04 am

\*runs hand along hammer\*
I shall spare you...
... For now...

Title: Re: The Hastening of Doomforests

Post by: Dozebôm Lolumzalis on March 11, 2016, 03:28:40 pm

- 1. Some dwarf named "imic" said he wanted to start some cult or other. And train the cult with hammers. "Hey," I told him. "You're a paladin, right? Right? There's a chaotic evil blob of vomit down there, go kill it with your cultbuddies." So he went off to protect the weak and innocent civilians, along with the other 60 soldiers.
- 2. There are, in fact, no strawberries. I fail to see how that is relevant to my duties as overseer.

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 11, 2016, 03:58:45 pm

No strawberries!!! This is outragous!!! I demand botanical freedom! A dwarf should be able to choose his or her own drink without prejustice or petty things such as physical improbabilities!

Come brothers! Let us rise up against this corrupt institution that denies us the most basic botanical freedoms! Viva la Strawberry!!

Title: Re: The Hastening of Doomforests

Post by: **Gwolfski** on **March 11, 2016, 04:31:51 pm** 

Strawberries. Or else... Just give me strawberries! I need them more than Ryukan!

Title: Re: The Hastening of Doomforests
Post by: Imic on March 12, 2016, 12:38:09 am

I WANT TOAST WITH BUTTER AND RASBERRY JAM What this has to do with anything, i don't know.

Title: Re: The Hastening of Doomforests

Post by: Dark One on March 12, 2016, 02:14:10 pm

### Meanwhile in DateTattooed

As the Moon shone high up in the bright cloudless night sky, two cloaked wanderers met upon entrance of The Chapel of Charming - a human female and a cave fish woman. Two vampires. First was Ulet Brimransacked, high bone of The Order of Phantoms with seat of power in Steelgolds. She was cursed with vampirism by Gogol in midwinter of 97. Then Arug Commonwhisker, inhabitant of Kingdompit lair. Cursed by Nifih in midspring of 789. Arug was waiting for Ulet's arrival. Finally they met, chanting eerily to open secret entrance to parts of chapel hidden for mere mortals. A few chairs, an altar and a stone slab hanging on a wall were placed in a darkened room. They sat down, talking:

- What was so important that I had to travel to this petty chapel youngling?! Ulet was irritated. She was probably an eldest vampire still alive, born in 37. And now she was called by such a miserable animalmen vampire without any words of explanation.
- Nifih contacted with me... We need to talk about the tribunal... Arug said unsure if ancient vampire won't outright disintegrate her for her words.
- What tribunal peasant!? Gogol lost his interest in tribunal, and we both know that only good works of Jeha Osp Schockedroomed and Gelu Habitbuds are long gone. That dammed coward-goddess is staying dormant since midwinter of 525!
- But Nifih told that Jeha is growing in power, waiting for a proper moment to unleash hordes of children of the night!
- Jeha is a weakling! Prayers she received during dormant years are only a quarter of what Gogol or Nifih receive in a month alone! Ulet grows angrier over time. Lets face it, you and your foolish goddess without help of Gogol won't be able to take over Doomforests, and my master is not going to waste his time if he has to share the prize! She says fanatically.
- Traitors! I shall smite you down for your disobedience to only real goddess! Arug shouts while unsheathing her dagger. She charged at Ulet, but ancient vampire dodged easily and caught her neck.
- Fools! You will all end as Dark One's mindless husks, we'll see to it with Gogol! Ulet shouted while her body was disappearing, teleported by her master back to Steelgolds.

Title: Re: The Hastening of Doomforests
Post by: Gwolfski on March 13, 2016, 09:22:09 am

how many pages without an update? who is playing? how many strawberries?

Title: Re: The Hastening of Doomforests
Post by: Imic on March 13, 2016, 02:25:19 pm

Imic walked down the corridoor.

Is that a good enough update for ya?

Title: Re: The Hastening of Doomforests
Post by: Taupe on March 13, 2016, 02:44:29 pm

Quote from: Gwolfski on March 13, 2016, 09:22:09 am

how many pages without an update? who is playing? how many strawberries?

The thread has become the fortress...

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 13, 2016, 03:13:25 pm

The Telling of Doomforests: A History of Cults and Soap

Title: Re: The Hastening of Doomforests
Post by: Gwolfski on March 13, 2016, 04:17:06 pm

Burg. Gwollski oli Malcii 13, 2010, 04.17.00 pili

Quote from: Imic on March 13, 2016, 02:25:19 pm

Imic walked down the corridoor.

Is that a good enough update for ya?

No.

Title: Re: The Hastening of Doomforests

Post by: Salmeuk on March 13, 2016, 07:50:46 pm

I pm'ed jwood some days past, not sure if I should skip him or just let things simmer. . .

I'll give him another day.

Title: Re: The Hastening of Doomforests

Post by: **Drazoth** on **March 13, 2016, 09:03:31 pm** 

Quote from: TheImmortalRyukan on March 13, 2016, 03:13:25 pm

The Telling of Doomforests: A History of Cults and Strawberries

If we can get a hold of Drokles, or start a new thread, this should be made the title. Besides, the current one is too ironic for my tastes.

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 13, 2016, 09:13:38 pm

If enough people are into it, I'll start a new thread, and post the new list. I'm on daily and, barring the Apocalypse, I should be free for the foreseeable future. Also, instead of strawberries, how bout soap. Done, post is edited

Title: Re: The Hastening of Doomforests

Post by: **Taupe** on **March 13, 2016, 10:10:24 pm** 

Quote from: TheImmortalRyukan on March 13, 2016, 09:13:38 pm

If enough people are into it, I'll start a new thread, and post the new list. I'm on daily and, barring the Apocalypse, I should be free for the foreseeable future. Also, instead of strawberries, how bout soap. Done, post is edited

Yeah, new thread is starting to be quite an attracrive idea at this point.

Make sure you include the links to the archive pages. Thats a great way for new readers to jump straight into the story.

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 14, 2016, 08:17:28 am

Well after work today, I'll work on a template for the new thread and see what everyone says.

Also, can all the various cult/group leaders post their groups updated info for the page, thx

Title: Re: The Hastening of Doomforests
Post by: Imic on March 14, 2016, 09:02:46 am

The Doomforests paladinial Order

Leader: Imic

Porpouse: to destroy all wrongdoers E.G: the order of the black arrow, and preserve justice, truth, and as much peace as they can. Basically a nicer inquisition.

Also, they only use hammers.

They are the mortal enemies of the order of the black arrows.

FOR DOOMFORESTS!

FOR JUSTICE!

FOR DWARVEN BEER!

Title: Re: The Hastening of Doomforests
Post by: Taupe on March 14, 2016, 09:14:24 am

The ministry

Leader: Prime Minister Smunstu

Initially a division sent by the mountainhomes to oversee the safety of the outpost, the ministry quickly turned into a ragtag bunch of survivors led by a mad doctor once things, hum, went awry. Doctor Taupe II perished years ago, leaving his pet goblin in charge.

The ministry is mostly regarded as a relic of older days, staying out of most conspiracies and clusterfucks, yet they are still called upon here and there when Doomforests' poor management hits a critical mass.

Past members include, but are not limited to, a baby and a piece of furniture.

Title: Re: The Hastening of Doomforests
Post by: Imic on March 14, 2016, 09:30:58 am

Quote from: Taupe on March 14, 2016, 09:14:24 am

Past members include, but are not limited to, a baby and a piece of furniture.

I lol'd

Title: Re: The Hastening of Doomforests

Post by: Dark One on March 14, 2016, 11:07:57 am

The Order of the Ale

Leader: Dark Two

The first official knightly order of Doomfotests (both in game and in RP). Their main goals are maintaining overall safety of the fortress, charity actions and praising the booze. The Order has important impact on political elections (as can be seen from Pencil\_ Art's mayoral reelection). They are close associates of The Ministry, which had great impact on founding of the Order.

Title: Re: The Hastening of Doomforests
Post by: Gwolfski on March 14, 2016, 11:47:16 am

Strawberry association

Leader: Gwolfski

Strawberries, you know. Not raspberries, strawberries. Definitively strawberries.

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 14, 2016, 12:34:11 pm

Well, while we're at it...

The Order of the Black Arrow

Leader: Ryukan

Official Color: Pink (thought it was black huh: P no really it's black)

The mysterious order only appeared in Doomforest very recently, but they have already spread their power farther than even they thought. Case in point, the Strawberry riots of 2??. Their goal is shroaded by the black robes they wear. When threatened, they can call upon the Truthbearers, women, blinded at birth and trained for 21 years nonstop in the art of assassination and counter-espionage.

Trivia: Ryukan's favorite dink is strawberry wine

Title: Re: The Hastening of Doomforests

Post by: Gwolfski on March 14, 2016, 12:57:49 pm

The order of the black arrow is closely associated with the strawberry association, cause strawberries.

Title: Re: The Hastening of Doomforests

Post by: TheImmortalRyukan on March 14, 2016, 09:11:48 pm

Well here it is, the new thread, suggest changes here, not there...

http://www.bay12forums.com/smf/index.php?topic=156946.0 (http://www.bay12forums.com/smf/index.php?topic=156946.0)

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## **Bay 12 Games Forum**

Dwarf Fortress => DF Community Games & Stories => Topic started by: TheImmortalRyukan on March 14, 2016, 09:11:09 pm

Title: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: TheImmortalRyukan on March 14, 2016, 09:11:09 pm

The cry of the cold wind warns us of the presumed torment which is to come as we trudge through this sparse forest. It's damned cold this time of year, and the trees offer little protection from the winds.

Stripmining has left the mountainhomes empty. Our expedition of seven is expected to uncover vast mineral deposits and establish a mining outpost in a land beset on all sides by goblins, elves and humans.

The frozen over brook which ends in a waterfall atop a high cliff is a telltale sign. I turn to Urist and tell him to stop the caravan. This must be it, we have reached Doomforests.

I hear a distant screech.

Armok have mercy on our souls.

## The Continuation of the Saga of Doomforest

Come join the convoluted mess that is Doomforest. When this fortress was started back in 2014, no one would even guess that it would be going "strong" well into 2016. Complete with Goblin Overlords, Vampiric Doomsday Sects, Soap, Forgotten Snails, Soap, Another Forgotten Snail, Soap, Cults, more Cults, Evil Demonic Beings, Soap, A colony of forgotten dwarves founded by a Were-Lizard, Soap, and a noticeable lack of Strawberries. And soap.

Due to some unexpected complications within the last thread, including but not limited to, the threads owner going AWOL, I was tasked with the construction of this new thread.

### Rules

Spoiler (click to show/hide) Sign up in this thread for one year of gameplay.

### Complete your turn within two weeks.

(This Rule WILL BE Enforced)

Do not sign up unless you know you can do this.

If you cannot complete it within the two weeks then post the save and let someone else take over.\*

Don't cheat, but savescumming is all right if you are otherwise losing the fort.

When uploading your savegame, let us know what version of DF you used.

Have !!FUN!! Try not to play so safe that it gets boring <sup>22</sup> .

Write updates with lots of images and some cool descriptions of what's going on.

## Player List

Spoiler (click to show/hide)

Drokles Salmeuk

Ethan741

Drazoth

PsychoAngel

Taupe mate888

Salmeuk

maxcat61

SkaiaMechanic

Iamblichos

Drazoth

Ethan741

PsychoAngel

PyroTechno

mate888

Iamblichos

TheFlame52 Gwolfski

Taupe

TheFlame52

Drazoth Mate888

xodius1

TheFlame52 Kevral

TechnoXan

Sacasco

TheImmortalRyukan

Gwolfski

Sanctume Taupe

Drazoth

PsychoAngel TheFlame52

NCommander

TheImmortalRyukan

<u>Imic</u>

## Archive (Under Construction)

Spoiler (click to show/hide)

http://www.bay12forums.com/smf/index.php?topic=144852.msq5741922#msq5741922 (http://www.bay12forums.com/smf/index.php? topic=144852.msa5741922#msa5741922)-Doomforests is founded by Drokles. Things start out well until a weregopher decides to drop by and kill half of the dwarves. Two dwarves are walled in and left to die.

http://www.bay12forums.com/smf/index.php?topic=144852.msg5756091 #msg5756091 (http://www.bay12forums.com/smf/index.php? topic=144852.msg5756091#msg5756091)-Salmeuk steps up to take over after Drokles has a nervous breakdown. This is the year when Vutok bit a minotaur and shook him around by the head to save the fort. Crazy shit going down left and right, this year was just insane.

### Official List of Current Cults

#### The Doomforest Paladinial Order

Spoiler (click to show/hide)

Leader: Imic

Alignment: Chaotic Good

Purpose: To destroy all wrongdoers (E.G: The Order of the Black Arrow) and to preserve justice, truth, and peace as much they can.

Basically a nicer inquisition. Also, they only use hammers.

They are the mortal enemies of the Order of the Black Arrows.

FOR DOOMFORESTS!

FOR JUSTICE!

FOR DWARVEN BEER!

#### The Ministry

<u>Spoiler</u> (click to show/hide) Leader: Prime Minister Smunstu

Alignment: Whatever mood Smunstu is in...

Initially a division sent by the mountainhomes to oversee the safety of the outpost, the ministry quickly turned into a ragtag bunch of survivors led by a mad doctor once things, hum, went awry. Doctor Taupe II perished years ago, leaving his pet goblin in charge.

The ministry is mostly regarded as a relic of older days, staying out of most conspiracies and clusterfucks, yet they are still called upon here and there when Doomforests' poor management hits a critical mass.

Past members include, but are not limited to, a baby and a piece of furniture.

#### The Mechatechno Sect

Spoiler (click to show/hide)

Leader: TechnoXan (Although now in Zureks body aka TechnoXan II)
Alignment: Good? Mostly independent, focused on self gain, and Crundles...

Description: The Mechatechno sect is ages old carried down by great engineers and their apprentices. Dedicated to science, machines, and Crundles. Nature is important to the sect, but only to exploit and use. We aren't stinking Elves after all. Crundles have been discovered as hyper intelligent and are now fully devoted to the cause. The creatures are incredible in their ability to advance through years of social practices in mere weeks. The caverns are the holy grail to the sect. Home to native Crundles as well as magma, steam geysers, other exotic animals, ores, and perfect architectural opportunities. The caverns are paramount in the Mecha plans and must be protected at all costs. The sect always wins. Their is no way to stop the unending tide of science and progress.

Quotes:

TechnoXan, TechnoXan would drive a crundle to vandalism, - Taupe

Necromantic cults practicing evil magic! Vampire worshippers and... Another one, I don't really know what they do apart for venturing into the deeps and scaring the crundles away, for they are irrelevant, but that doesn't make them less evil! - Mate 888

#### The Order of the Ale

Spoiler (click to show/hide)

Leader: Dark Two

Alignment: Lawful Neutral

The first official knightly order of Doomfotests (both in game and in RP). Their main goals are maintaining overall safety of the fortress, charity actions and praising the booze. The Order has important impact on political elections (as can be seen from Pencil\_ Art's mayoral reelection). They are close associates of The Ministry, which had great impact on founding of the Order.

### The Order of the Black Arrow

Spoiler (click to show/hide)

Leader: Airith (Ryukan) Overall Command: Smunstu Commands Doomforest Division

Official Color: Black Alignment: Lawful Evil

The mysterious order only appeared in Doomforest very recently, but they have already spread their power farther than even they thought. Case in point, the Strawberry riots of 2??. Their goal is shroaded by the black robes they wear. When threatened, they can call upon the Truthbearers, women, blinded at birth and trained for 21 years nonstop in the art of assassination and counter-espionage.

With the death of Ryukan, Airith has ascended to the office of Headmistress. While Smunstu has been declared the Head of the Doomforest Division. Ryukan's Spirit now resides in Smunstu's Sword.

Trivia: Ryukan's favorite dink is strawberry wine

### The Inches of Torment

Spoiler (click to show/hide)

Leader: Gogol

Alignment: Neutral Evil

In the past they were a group of goblin outcasts. Now they are a military force serving Gogol, the God of Suicide. They'll do everything to claim energy veins of Doomforests in the name of their dark god.

### The Strawberry Association

Spoiler (click to show/hide)

Leader: Gwolfski Alignment: Strawberry

Strawberries, you know. Not raspberries, strawberries. Definitively strawberries.

### The Veterans of Deathgate

<u>Spoiler</u> (click to show/hide) Leader: NCommander Alignment: Neutral Evil

As the name implies, these are the battle-hardened vets of the Fortress of Deathgate, whom are drawn to any fort that manages to breach hell. NCommander, within the first month of his rule, managed to do what none had yet manage, revive the fortress and bring a (false) sense off hope.

### Hall of Quotes

Spoiler (click to show/hide)

Quote from: Sacasco on April 06, 2016, 08:22:32 am

Sigh.

Back in my day we had proper forgotten beasts. None of this namby-pamby nonsense! I mean, I don't want a Supergoat or anything, but it would be quite nice to be "slayer of

something-or-other" and have people actually impressed by it.

Now, the Continuation of the unnatural abomination that is Doomforest.

### Abandon All Hope, Ye Dorfs Who Read This Here...

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Gwolfski on March 15, 2016, 02:23:54 am

YaY!! strawberries shall be had!

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 15, 2016, 04:10:01 am

sorry, ignore this post. But now that it's here, SOAP!!! HANG ON, I'm not on the turn list. \*loads bazooka\* Pu. Me. On. NOOOOOOWWWW.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Sanctume on March 15, 2016, 09:47:14 am

Why do I feel dread when my name trails behind Gwolfski in the list? Sanctume was once caught up in the latest in the web of intrigues and conspiracy, but now tangled and lost in confusion.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 15, 2016, 11:36:50 am

Quote from: Imic on March 15, 2016, 04:10:01 am

sorry, ignore this post. But now that it's here, SOAP!!! HANG ON, I'm not on the turn list. \*loads bazooka\* Pu. Me. On. NOOOOOOOWWWW.

Ooops, I'll fix it once I'm home

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 15, 2016, 12:25:36 pm

Quote from: TheImmortalRyukan on March 15, 2016, 11:36:50 am Quote from: Imic on March 15, 2016, 04:10:01 am

sorry, ignore this post. But now that it's here, SOAP!!! HANG ON, I'm not on the turn list.

Pu. Me. On. NOOOOOOOWWWW.

Ooops, I'll fix it once I'm home

You'd better

\*continues to load bazooka\*

Can it even fit this many nukes, i wonder...?

Title: Re: The Telling of Doomforest: A History of Cults and Soap

Post by: TheFlame52 on March 15, 2016, 03:47:41 pm

**PTW** 

Title: Re: The Telling of Doomforest: A History of Cults and Soap

Post by: NorkasAradel on March 15, 2016, 08:00:45 pm

i know next to nothing about this fort and i suck at this game can i have a turn?

Title: Re: The Telling of Doomforest: A History of Cults and Soap

Post by: Kadian on March 15, 2016, 08:31:35 pm

Quote from: NorkasAradel on March 15, 2016, 08:00:45 pm

i know next to nothing about this fort and i suck at this game can i have a turn?

Sounds like there will be great fun in your turn! You only need to know one thing: Soap is for Doomforest what Mugs was for Spearbreakers. It's literally everywhere, and damn, people dorfs use it all the time to seal or build stuff 8) With that said, why isn't there a Cult of Soap?

With that out of the way: You need a Dorfing list! And put me on:

Name: Mihr

Gender: don't really care. Whatever you find.

Profession: Military Dwarf (preferred Sword or Spear) or Smith (preferred Weapon and/or Armor)

Custom profession name: Clumsy Weapon Master/Mistress (I totally expect to loose something in a fight - i sure hope it won't be my life :P)

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Sacasco on March 16, 2016, 05:39:51 pm

When it comes to cults, wasn't there... something about crundles? I've lost track.

Ah, yes, TechnoXan. I feel there's a summary of that cult somewhere in the depths of the old thread, but am unable to find it. Still, his turn next (possibly) and I shudder to think what may happen.

Quote from: Kadian on March 15, 2016, 08:31:35 pm

Sounds like there will be great fun in your turn! You only need to know one thing: Soap is for Doomforest what Mugs was for Spearbreakers. It's literally everywhere, and damn, people dorfs use it all the time to seal or build stuff 8)

With that said, why isn't there a Cult of Soap?

Well, the way I see it, there isn't a cult of Soap for the same reason most forts don't have a cult of Armok. Even we only have a cult(s (maybe, like I said I've lost track. I think we have more than one)) of Armok because we have enough other weird ones that not everyone follows Armok. There is, however, no-one in this fort who doubts the power of Soap. If anyone disagrees (which they won't, of course), I will throw soapstone at them until they no longer do.

Hang on, have I just formed a cult of Soap? I might have. This is not a problem.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: MoonyTheHuman on March 16, 2016, 05:57:44 pm

Is dorfing allowed? if so, dorf me as a male dorf

## Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 16, 2016, 06:38:36 pm

Quote from: Sacasco on March 16, 2016, 05:39:51 pm

When it comes to cults, wasn't there... something about crundles? I've lost track.

Ah, yes, TechnoXan. I feel there's a summary of that cult somewhere in the depths of the old thread, but am unable to find it. Still, his turn next (possibly) and I shudder to think what may happen.

Quote from: Kadian on March 15, 2016, 08:31:35 pm

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There is a summery of the Mechatechno Sect on the front page under a spoiler, but I will edit it in later today. And about the turn, I may be able to, but I think I may have to hand it off early, if that proves to be a problem then that's ok. But if the fort ever stagnates, Armok forbid, I can step in. :D

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 16, 2016, 06:44:13 pm

Quote from: TechnoXan on March 16, 2016, 06:38:36 pm

Quote from: Sacasco on March 16, 2016, 05:39:51 pm

When it comes to cults, wasn't there... something about crundles? I've lost track.

Ah, yes, TechnoXan. I feel there's a summary of that cult somewhere in the depths of the old thread, but am unable to find it. Still, his turn next (possibly) and I shudder to think what may happen.

Quote from: Kadian on March 15, 2016, 08:31:35 pm

Sounds like there will be great fun in your turn! You only need to know one thing: Soap is for Doomforest what Mugs was for Spearbreakers. It's literally everywhere, and damn, people dorfs use it all the time to seal or build stuff 8)
With that said, why isn't there a Cult of Soap?

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There is a summery of the Mechatechno Sect on the front page under a spoiler, but I will edit it in later today. And about the turn, I may be able to, but I think I may have to hand it off early, if that proves to be a problem then that's ok. But if the fort ever stagnates, Armok forbid, I can step in. :D

Mr. TecnoXan, since jwoodward seems uninclined to finish his turn, I invoke Da Rules and it is by right, your turn... Armok save us all...

I'm only doing this to jump start the fort's new thread, so if jwoodward comes back... Sorry

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Drazoth on March 16, 2016, 06:57:49 pm

For *conspiracies* (Not a Cult!) summary, use the one from the old thread's OP. And I'm pretty sure we already have a soap cult. It's called Psycho's family and the other soapmakers. I'm sure they'd let you join though.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 16, 2016, 07:17:15 pm

Quote from: Drazoth on March 16, 2016, 06:57:49 pm

For conspiracies (Not a Cult!) summary, use the one from the old thread's OP. And I'm pretty sure we already have a soap cult. It's called Psycho's family and the other soapmakers. I'm sure they'd let you join though.

Yeah I'll PM Angel to get a description of his "family" and their goals.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 17, 2016, 06:21:16 am

I just had a wonderfuliciously beutifuliant idea!

What if, using doomforests as a foundation, somehow gather up all the fortresses that have been going on for a while and use them all in some kind of huge, imposing, mad brilliant plot! and if so, which forts?! Who thinks that this is a good idea?

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Drazoth on March 17, 2016, 11:54:06 am

That sounds terrifying. DoomForests is already enough of a mess as is. Although it could be !!FUN!!. I guess I'm fine either way. So long as DoomForests survives long enough for me to destroy it.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Taupe on March 17, 2016, 11:56:36 am

Doomforests is already crumbling under the weight of its own metaplot (s). We hardly need any more convolution.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 17, 2016, 12:06:29 pm

I like the idea, and there is no such thing as enough in the dwarven language. Moar Moar MOAR!!!

Won't stop until all the metaverse in under the control of the Black Arrow

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: MoonyTheHuman on March 17, 2016, 12:14:14 pm

Quote from: TheImmortalRyukan on March 17, 2016, 12:06:29 pm

I like the idea, and there is no such thing as enough in the dwarven language. Moar MoaR!!!

Won't stop until all the metaverse in under the control of the Black Arrow

Huzza!

### Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 17, 2016, 01:29:19 pm

That sounds good to me! But what fortresses shall we cross over with? And also i-

Quote from: Drazoth on March 17, 2016, 11:54:06 am

That sounds terrifying. DoomForests is already enough of a mess as is. Although it could be !!FUN!!. I guess I'm fine either way. So long as DoomForests survives long enough for me to destroy it.

So long as DoomForests survives long enough for mr to destroy it FOR ME TO DESTROY IT

Wait, WHAT? Did you just give away your plans? What does this mean? Illumanati confirmed? HWUT?

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Taupe on March 17, 2016, 01:43:01 pm

To be fair, my first turn's plan was to prevent deaths and the whole fort wiped. My second turn's unnoficial goal was to turn everyone into vampires, and it backfired so bad, I ended up making the fort a more efficient, safer and friendlier place.

Honestly I'm quite fine with people trying to destroy the fort. Those are the safest turns.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Iamblichos on March 17, 2016, 02:40:15 pm

I think Doomforests already died... all that's been kept alive is the RPing. Been forever since I've seen a real honest-to-god update from a real player. Sounds like Sanctumcoal won and zombified everyone, and they still think they are alive, but aren't :)

## Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 17, 2016, 03:05:43 pm

ignore this post

SOAP

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 17, 2016, 03:08:29 pm

Quote from: Iamblichos on March 17, 2016, 02:40:15 pm

I think Doomforests already died... all that's been kept alive is the RPing. Been forever since I've seen a real honest-to-god update from a real player. Sounds like Sanctumcoal won and zombified everyone, and they still think they are alive, but aren't :)

All the more reason for it to go out with a bang giant forum -wide crossover!

If you'll excuse me, I'm going to mention this to some other forts...

\*runs towards breadbowl\*

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 17, 2016, 03:39:44 pm

Hello!! Hi everyone, my turn has arrived just in time for spring break so I shall get on it right away! Umm, where's the save? :D I hope this will be able to restart the thread, so I shall try me 'ardest!

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 17, 2016, 04:12:49 pm

Quote from: TechnoXan on March 17, 2016, 03:39:44 pm

Hello!! Hi everyone, my turn has arrived just in time for spring break so I shall get on it right away! Umm, where's the save? :D I hope this will be able to restart the thread, so I shall try me 'ardest!

Now that you are here, I'll redo the player list to put you in...

\*in creepy voice\* Have fun

# Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Salmeuk on March 17, 2016, 04:42:19 pm

Doomforests crumbled to it's end some years past, though Smuntsu managed to escape down the river on a raft made of soap. Miles downstream he disembarked and took up residence inside a hollowed-out highwood. A nearby population of gnomes mistook him for a forest god and now bring a monthly tribute of twine, Gnomeblight and small pebbles to the foot of the tree. He uses the twine to bind sheafs of paper into compendiums, and upon these books he uses the Gnomeblight to record twisting meta-fiction about the alternate history of Doomforests. He eats the pebbles because he isn't very bright.

At the public library, he uploads his fiction to this very forum under a series of alt-accounts. All of the elaborate sub-plots and convoluted alliances you've read are actually rhetorical devices, meant to dissuade the perceptive reader from discovering this dark secret:

We are all Smuntsu, Smuntsu is all of us.

Title: Re: The Telling of Doomforest: A History of Cults and Soap
Post by: TheImmortalRyukan on March 17, 2016, 04:50:07 pm

... ... ...

Totally legit, all hail Smuntsu... or All Hail Us?

Quote from: Sanctume on March 15, 2016, 09:47:14 am

Sanctume was once caught up in the latest in the web of intrigues and conspiracy, but now tangled and lost in confusion.

Don't worry, me and a few of the boys are working on a new/redone metaplot... the world will tremble and fall to its knees

Quote from: TechnoXan on March 17, 2016, 03:39:44 pm

Umm, where's the save? :D

Right here, last save was halfway through Kerval's turn, you may finish his turn, and then on to yours.

http://dffd.bay12games.com/file.php?id=11780 (http://dffd.bay12games.com/file.php?id=11780)

AND to prove Doomforest is not dead, I'll do an AU Adventuring story, a human on his way to Doomforest for some reason. Just as filler before the madness comes back from hiatus

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 18, 2016, 08:14:00 am

I DON'T THINK THA- capslock, sorry. i don't think that we're all smunstu. well i don't know about you guys, but me? nope. still, he is very, very amazing. and not stupid.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Gwolfski on March 18, 2016, 09:04:23 am

Strawberries

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Dark One on March 18, 2016, 09:21:36 am

[OOC] Definitely **Strawberries** [/OOC]

#### Meanwhile in Steelgolds

Steelgolds, a town founded by The Cremated Councils of The Nations of Scrubbing back in the Age of Myth in the very first year of documented history. It was commonly attacked by minotaurs, dragons, giants or even vile trolls – until the hill titan Kedusm Mistryravens, the Fell of Berries destroyed it. The town was rebuilt however, restored to it's life by Ulet Brimransacked in early spring of 94 in the name of The Monastery of Burials of The Order of Phantoms. After three years of her rule, she was afraid that Steelgolds could meet the same fate again, so she turned for help to Gogol, who in exchange for settlement's safety, cursed Ulet with vampirism for eternal servitude in midwinter of 97. Since that time, nobody encountered a single monster in the town of south... except Ulet.

Deep in the Newtmined, the catacombs deep beneath The Monastery of Burials, Ulet Brimransacked meets with group of goblin outcasts – The Inches of Torment. Founded in 1, they moved to Newtmined in the early spring of 2. After death of Båx Fellwarns in 65, it's first warlord, their leader is Ulet. Devoted servants of Gogol, the god of suicide.

Ancient vampire with few goblin acolytes enters a chamber with pile of skulls and bones. With one gesture she ignites the pile. Stench of burnt bones fills the air. Ulet points at one of the acolytes, who immediately drops off his robe, stabs himself in a stomach with his dagger and jumps into flames. Ritual to summon Gogol's avatar – sacrificial suicide has been completed. From the burst of flames comes out a naked human male with dark hair and black, piercing eyes. He takes the dropped robe and wears it on.

- Welcome Master!
- Why do you summon me servant? He speaks calmly, his voice is full of energy.
- Things are getting interesting in Doomforests.
- What have you found out?
- There are new cults operating within the fortress. A paladinial order and it's antagonist The Order of the Black Arrow.

Gogol smiles widely. - Good. God of Blood loves such stories, and when Doomforests is considered, he's mostly pleased! Armok is not a goodly grandpa that Inquisition thinks he is after all! – He says amused.

- The Conspiracy could extend their influence over these new factions... they might grow too strong...
- Conspiracy is not a threat. It's a battle they have no chance of winning, no matter all the puppet mastery. Gogol seems bored.
- The RegenReich have lost their influence over Doomforests, Don Pedro probably disappeared.
- It was inevitable. He yawns.
- What are your plans master? Ulet asks curiously.
- -Doomforests is not a place where plans work. Nifih thinks that overrunning it with vampires and undead is the way to get to it's energy veins pointless loss of a good soldier such as Osp Schockedroomed. Necromancers of Sanctumcoals tried to brainwash a dwarf and send him with squad of their adepts. They only managed to create an abomination of a god that is Dark One. Gogol summarizes fails at getting anything done in Doomforests. We need to get into political structure of Doomforests, to it's seat of power!
- How can we do it?
- There are two valid points that allows us to do it without starting another useless cult. Dark Two, and The Prime Minister Smunstu Monsteryearlings. Goodly leader of knightly order and a goblin politician of unknown parentage. The task of converting them to our side is left to you servant! Gogol says while going into the flames. His body turns to ashes and fire extinguishes.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 18, 2016, 06:03:45 pm

The Codex of TechnoXan , Master Mecha Engineer -----} and Temporary Overseer and Lord of Doomforests

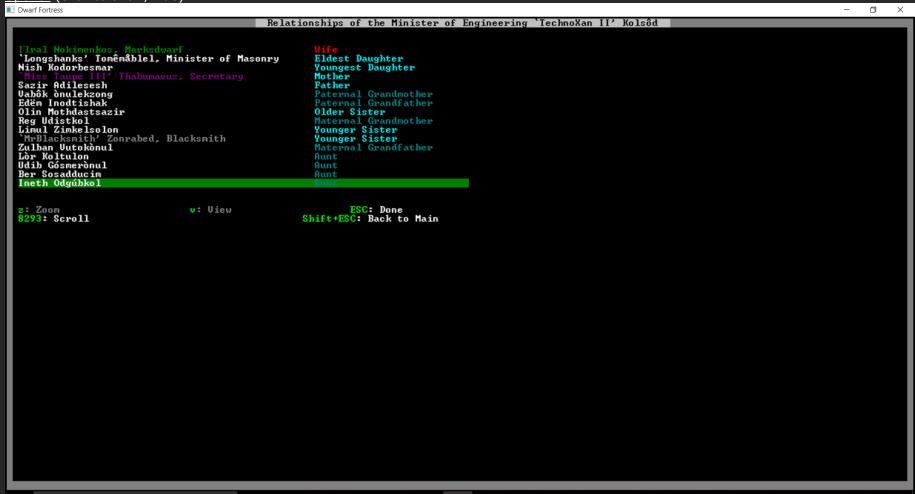
Entry Eleven

Yes! They arrived! Corrupted and deceived, but still knights! I direct my unfortunate allies of necessity into Haven, I watched for ten minutes while they shredded a platoon of Seeing Eye rabble like it was nothing. It appears we are safe for the time being. Wait what Fido? Drazoth and his friends are on the way? Wonderful! The knights are great and powerful, but when the Seeing Eye brings out the metaphorical big crossbows... I will meet with him at once! But alas, I have no time to write now, I will detail our talks later. All that matters is what he did. (OOC: if you mind the following Drazoth or anyone, I can edit it out! Just improvising. :)) Drazoth and his minions pulled some strings, gave me a new identity and installed me in office! I got out of Haven, the whole place is a battle ground. And well, from my shiny new office, I can rule the world.

26th Limestone, 1071, Early Autumn

Alright! I have access to all of the files of Doomforests, man, it is amazing how the pitiful Dwarven bureaucracy manages to run this place. Time to take a look an-what!? Wait what!?

Spoiler (click to show/hide)



NO thats not... Wait. Wait, no. I am in Zureks body! I forget sometimes. But wow, Miss Taupe III is Zureks Mom? The more you know. Anyway! I have important matters to attend to! Good lord I have been secluded in the caverns and in Haven for a long time. Doomforests is in absolute disarray! Well first I must set a plan.

First: catch and breed more Crundles, Dwarves are too incompetent and enhanced Crundles, well most Crundles, are loyal to the Mechatechno Sect

Second: catch and breed other exotic animals

Third: defend the fortress more with significant application of stone fall, pit fall, and animal traps

There. That works! Time to do some work!

OOC: Hey guys! Did you like it? :D It was more of an intro, I will get to actually playing just after I post this :) Oh and here is the Mechatechno Sect thingy

Cult name: The Mechatechno Sect

Leader: TechnoXan (Although now in Zureks body aka TechnoXan II)
Alignment: Good? Mostly independent, focused on self gain, and Crundles...

Description: The Mechatechno sect is ages old carried down by great engineers and their apprentices. Dedicated to science, machines, and Crundles. Nature is important to the sect, but only to exploit and use. We aren't stinking Elves after all. Crundles have been discovered as hyper intelligent and are now fully devoted to the cause. The creatures are incredible in their ability to advance through years of social practices in mere weeks. The caverns are the holy grail to the sect. Home to native Crundles as well as magma, steam geysers, other exotic animals, ores, and perfect architectural opportunities. The caverns are paramount in the Mecha plans and must be protected at all costs. The sect always wins. Their is no way to stop the unending tide of science and progress.

Quotes:

TechnoXan. TechnoXan would drive a crundle to vandalism. - Taupe

Necromantic cults practicing evil magic! Vampire worshippers and... Another one, I don't really know what they do apart for venturing into the deeps and scaring the crundles away, for they are irrelevant, but that doesn't make them less evil! - Mate 888

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 18, 2016, 06:39:06 pm

Nice start, and they said the fort was dead pttf.

I'll add the Sect to the list of Official Cults.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheFlame52 on March 18, 2016, 08:16:43 pm

I can't wait until FBs kill all the stupid crundles and we can get over this.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 18, 2016, 09:04:00 pm

Quote from: TheFlame52 on March 18, 2016, 08:16:43 pm

I can't wait until FBs kill all the stupid crundles and we can get over this.

\*Gasp!\* You monster! the Crundles will prevail! Oh and update coming tomorrow, I have played up to 5th of Sandstone, but time will pass quickly. I had to set up a lot of stuff. ;D

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheFlame52 on March 18, 2016, 10:11:23 pm

Nice

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 19, 2016, 09:34:19 am

The Sect is added, and I added Alignments to the Cults, you guys should peek at them. And could you guys PM me your Cult Colors and If you guys to make a Symbol for your cult... just an idea, you don't have to if you don't want to

If you wish to correct me, PM me the Alignment you want.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Drazoth on March 19, 2016, 11:04:35 am

D3 and the butlers looked on as crundles were slaughtered left right and center. Things were going according to plan, as far as this had been planned at any rate. Once the group of bone constructs had finished their bloody work, they looked to their creator for further instruction.

"Good, it seems their time in *storage* has not affected in the slightest. Here's what we do. Kronk, you take the third on the left, Han you take the third on the right. I'll take the remaining third with me. You two split up and hunt down any rouge crundles you find. Knowing this fort's history with magic, it would be best if you weren't recognized. I'll head straight for TechnoXan. If we loose him, it may be difficult to influence whomever succeeds him."

The butlers nod and Kronk pulls a out a large hood from his pocket and puts it on, covering his face. Hans simply focuses for a brief moment, then his face distorts slightly. It is still recognizable as a dwarf, but no one would know who. Just after he does this, Hans looks to D3 and asks him "Did you feel that as well sir?"

"Yes, I did. It seems we've got some new players in DoomForests. Once we are done here, we should go and have a little chat with them. From the energies I just sensed, it seems to be two different groups. This should be *interesting....*"

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 19, 2016, 01:09:40 pm

Imic walked around for a bit. The dreams had gone, gadrok had begun to research soap and it's magical properties, and armok had forsaken the city. He was walking along, when...

Imic! Come quickly!

It was Gadrok.

I have found something out about soap! Come quickly!

Imic suddenly found himself pulled into Gadrok's room.

Inside was a huge machine, made of steel, with knobs and levers and gears and everything.

It looks... Nice? Said Imic.

Yes, but see here...

Gadrok pulled a lever. Then pressed a button. Steam came out of it, and some coal fell out the side. Two more levers were pulled, and five buttons were pushed.

Then it came to life.

Liquid soap formed an oval in the center of the room, and suddenly, BOOM!

He could see something through the soap.

Is that?... Started Imic

Yes, replied Gadrok. A portal to another dimension. Right on this site, albeit a bit far up, in another dimension. Beyond the portal of soap was a tower. At the top was a gigantic bell, with dwarves scurrying around it like ants.

That, my dear cousin Imic, is constructivory. Another version of doomforests, in another reality entirely.

And here... He pushed some buttons, is breadbowl. A farm appeared in the portal.

And this... Is boatmurdered. A fire burned below the clean portal.

Also, this is... Clobbermountains! A mountain range surrounded by banshees appeared. The banshees started to scream.

Mooooving on... The screams were cut off, and the portal fell apart.

Yes, it's run out of energy... Oh well! Still amazing though... I-

They suddenly became aware that the three copies of the blueprints were missing.

Um... At... Least... I made copies?!

Then they became aware that no less then five sets of eyes were watching them. They instantly realised the owners. One pair was Drazoth's, they couldn't make out the other three, and the last one was a member of the order of the black arrow. The eyes followed imic and gadrok's gazes and realised each others existance. They all scattered. ... Oops?

(OOC) Whoo

(OOC) Whoever wants to claim the other eyes can do so, first come first served. I just felt that Drazoth would definately be there.

THE PLOT THICKENS SOAP STRAWBERRIES AND STUFF

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 19, 2016, 01:51:44 pm

Aaaand... Just like that the RPing starts anew

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: MoonyTheHuman on March 19, 2016, 01:57:14 pm

(I requested dorfing, dorf me >\_>)

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 19, 2016, 03:03:20 pm

in a (mostly) sealed room, the paladins were having a meeting. This is bad. Our secret project has been intruded upon by... others.

"you said that it could go anywhere..."

"in all of space and time." Gadrok answered.
"in every fortress ever built on this site... in all of all the multiverses."
"yes. Not just the places i showed you, but anywhere at anytime."
"this is bad"
"very bad"
a robed figure walked away from the door
i thought you locked it!

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Drazoth on March 19, 2016, 03:40:07 pm

D3 strolled through the caverns, watching renegade crundles get destroyed by the constructs, while he killed any that somehow got close to him. Eventually he reached TechnoXan's hideout. After assuring that he was evacuated safely, D3 decided to install him as the overseer, as whomever was holding the post seemed to have gotten bored and wandered off. There was only one condition to this. TechnoXan had to continue the work on the Chalice of Armok.

After that was settled, he met up with Kronk and Hans and put the constructs back in storage, and the three went to go meet with the organizations in the fort. They found a room where D3 knew one of the groups was. They hid in the shadows and watched the two inside fiddle with some machine. Another two joined them. The machine activated, and a portal opened. D3 thought to himself "Dark One, is that you my old friend? What are you up to?". There was no mistaking that energy signature. The other two shadows grabbed what appeared to be copies of the machine's plans. He looked to Hans, who had already taken the liberty of taking a copy for them. Once the portal had finished cycling through locations, the the two attending it turned around, and after recognizing D3 and another, the two fled. After they were gone, D3 turned to the others, and said "Well, now that they're gone, care to introduce your selves? Allow me to start, I am D3."

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Dark One on March 19, 2016, 04:12:21 pm

[OOC] Well, I'm going to continue the Gogol stories so let's add another cult to the list.

Spoiler: The Inches of Torment (click to show/hide)

Leader: Gogol

In the past they were a group of goblin outcasts. Now they are a military force serving Gogol, the God of Suicide. They'll do everything to claim energy veins of Doomforests in the name of their dark god.

#### **Journal of Dark Two**

Klan-Master ran into caverns and saw three figures, conjuring up army of undead. His ring was almost resonating, clearly showing that Dark One's energies were at work there. In one of the dwarves, he recognised Drazoth the Third. Perhaps this is why he made the necromancer-god his puppet in the past - to get even greater powers, to rule Doomforests and it's energies. Undead quickly took care of rampaging crundles. Suddenly Dark Two's amulet started glowing. For some reason, he know that he must go to one of the hidden chambers of the fortress. He reached the spot quickly and saw two shadows standing close to what seemed like a soap-powered machine. In a bright flash many random places showed up to them, then the darkness returned. Shadows took something similar to blueprints, turned around and escaped from something. This was a right moment for Dark Two to run away as well.

### Meanwhile in place beyond time and space

Void. Not a usual void - it looks like the space has no dimensions here, as if the nonexistence condensed here in a pure form. Two seemingly shapeless figures talk.

- You have come... Dark One wasn't surprised with this visit.
- Nicely done, Dark One. The chaos in Doomforests is just delightful! said Gogol.
- The first part of the plan is completed. Soon Klan-Master would be ready.
- Excellent! What about the conspiracy? Gogol was curious of Dark One's plans.
- In the right place, at the right time. As planned, I didn't masked my energies...

They continue onward, floating in unusuall nothingness and talking about next steps of their plan.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 19, 2016, 04:18:28 pm

### Journal of Airith, Acolyte to Ryukan

After the master left last week for a business trip that he said would last a year, he left me in charge. I only had a troop of Truthbearers and Richard, my fellow acolyte, to "command" but it is still an honor to be considered worthy by him.

Today I went to the scrying pool in the inner room of the sanctum. I chanted the words that were as second nature as speaking;

Lacus O videns, Exaudi orationem meam, Quaerite me ego Dominus, Domine ut videam, Permitte mihi loqui ad eum, Vivamus ut lacus videre.

As I spoke them, the pool swirled into an image of an identical chamber, except, I knew, this chamber was in an alternate reality entirely. And instead of me in the chamber, it was my master, Ryukan.

Master spoke, "Why have you summoned me?"

I replied, "Things have taken a turn here, whether for good or worse, I can not tell at this moment."

My Master spoke, "What kind of turn?"

I Replied, "The Family has arrived and are creating an Alliance against us."

Master spoke again "That sounds certainly a bad thing"

I explained, "Well, the Alliance will be fraud with mistrust, and we may have allies of our own if they align themselves."

Master pauses for a moment in thought. "All right. If my Avatar here in Constructivory wasn't in a position of Power currently, I would

take charge there, but I must oversee the construction of the "project" here. Can you handle it for another year?'

I replie, "Yes your Excelency."

Master Speaks, "Very well, keep an eye on the other groups there, and take any chances you get. Fare Thee Well."

The Pool swirls back to its original state. I head back out into the Commons of the Sanctum. I sit down at the Central Table and eat my meal and look at the blueprints I had swiped earlier.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheFlame52 on March 19, 2016, 06:41:52 pm

I, the Spirit in the Hat, will do everything in my power to protect this fortress.

Who's turn is it? Get on with it!

Title: Re: The Telling of Doomforest: A History of Cults and Soap
Post by: TheImmortalRyukan on March 19, 2016, 06:54:42 pm

I believe Tecnoxan... He already started

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: SkaiaMechanic on March 20, 2016, 12:15:14 am

"Huh, I wonder how that fort I abandoned years ago turned out? Why not take a trip down memory lane?"

->Top of Page 1: This Thread

"Wat"

So...yeah....extremely sorry for completely disappearing off the face of the earth with no notice nor explanation. I had a lot going on in my life then, and all of the cult-based subplots everyone was seemingly starting all at once was overwhelming. So I had a choice. Stick with it and show what support I could when I could, or I could get out of it all 'til I was in a better place in life. I went with the second. Then I had another choice. Make a post about my true feelings on what the fort had turned into and risk starting a lot of drama of what the fort "should" be like (probably not the best choice), being discrete and say farewell to everyone citing "personal reasons" so everyone could keep having their fun (This would have been the right option!), or simply become distraught at the options and simply stop visiting the thread ever again, abandoning the story and everyone in it (This is what I went with).

But still, Doomforests was one of the things I am still super-proud of being a part of, and seeing this thread I thought everyone who was left deserved at least the bare minimum of explanation.

I enjoyed re-reading some of my favorite parts of the last story, including my own, or at least those documented in the archives. I might go back and see what happened after I left. Still deciding.

Anyways, hope all of you still left are doing well. I guess I'll download the latest version of the starter pack and see what's new. Considering all the role-playing, temples and taverns would have made fort design been very different.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Dozebôm Lolumzalis on March 20, 2016, 12:25:31 am

Dammit guys I'm sorry spring break happened. Put me down for another turn, preferably after April 15th or so. Though it's more likely to be this time next year. Kind of sad that I worked all break to develop this plot but had no wifi. But it's fine, I'm not worthy of this awesomeness anyway.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 20, 2016, 12:54:35 am

Quote from: jwoodward48df on March 20, 2016, 12:25:31 am

Dammit guys I'm sorry spring break happened. Put me down for another turn, preferably after April 15th or so. Though it's more likely to be this time next year. Kind of sad that I worked all break to develop this plot but had no wifi. But it's fine, I'm not worthy of this awesomeness anyway.

Good lord, no wifi? That explains a lot...

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 20, 2016, 09:47:48 am

The Codex of TechnoXan , Master Mecha Engineer -----} and Temporary Overseer and Lord of Doomforests

26th Limestone, 1071, Early Autumn
Alright time to work! OH GOD! My... oh my. It appears that all Crundles in the fortress have been, murdered.

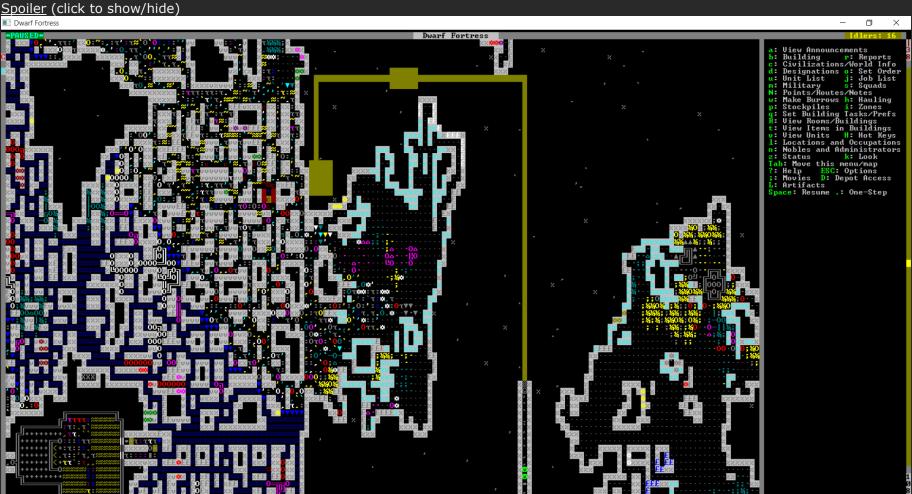
Spoiler (click to show/hide)



My lord. The time to grieve is later, I must work now, So! I have ordered the construction of four breeding pens for special animals. <a href="Spoiler">Spoiler</a> (click to show/hide)



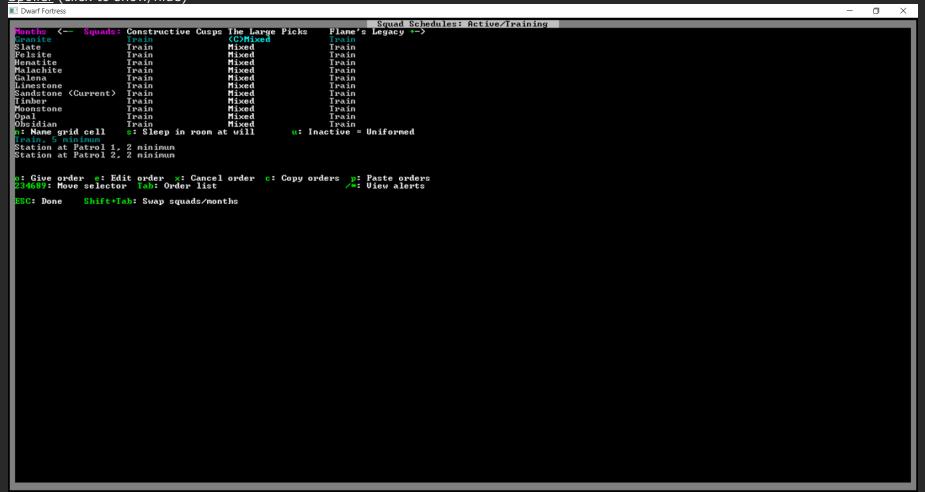
But more importantly, we have a problem. That mason is still bleeding out, the previous overseer created a plan, and I will finish that plan. But! I will also capture those blasted Seeing Eye Crundles! Maybe I can rehabilitate them... Well either way I will rescue Inod Zonzas!



I will place about 10 Dwarfs worth of cage traps on the path. The Crundles will rush us, and they will be trapped.

Hmm, I am ready to breach the caverns but I am not willing to open up the caverns before the gate is ready, there are many a forgotten beast out there. That Dwarf is running out of time, hurry up you blasted builders!

I have set The Large Picks to guard the two fortress by the two front gate fortifications. We will never be caught off guard again! <a href="Spoiler">Spoiler</a> (click to show/hide)



Never again will we, wait what!? A dwarf is under attack!? Aw god! Where are the guards!? Hurry help him!! Oh, nope, just cripple him with a punch and leave him there. Ok. cool. How did he get in though? We have no clue. Great. Good thing Flames Legacy is on their way.

Oh my gosh there are more!? Two more Crundles, feral this time, came in but they were caught in cage traps on the way to Astvill. Where is the opening? This could be very, very bad.

#### 10th Sandstone, 1071, Mid-Autumn

Oh my! Who is missing? Don Pedro!? Oh no! Organize a search party and find that Dwarf, by god things are just getting worse and worse! What have I done?

Alright put that box there, no don't drop it! And put th-wait what is it? Oh gods no...Inod is dead, the mason is dead, bleed out on the floor... Irreverent. Move forward with the plan, the passageway will serve as a vital trap corridor for beasts we want to capture. Go! Rest now brother...

Hmm, on my tour of our military training program I happened upon an, interesting demonstration.

I actually learned a surprising amount. Again, you learn something every day.

Oh thank the fake god Armok! Fido has managed to totally seal off Haven by redirecting a magma vein. It is a sad thing, but it needed to be done. The knights and Drazoths mysterious men were doing admirably but Fido began giving me reports of The Seeing Eye Crundles moving to flood all of Haven with cavern spores the likes of which I have never seen. The effects on Dwarves are horrendous, It really is too bad about those two acolytes. The spores must have been magically tampered with. Either way I dismissed the knights, if looks could kill. They really do hate me, maybe in the future I will give them a reason too. I sent them away with a message of gratitude to their leader, and the offer of my help whenever he needs it. But now I must work, Drazoth III gave me a very important request as he so graciously put me in office and I must get to completing them.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: PsychoAngel on March 21, 2016, 06:14:55 pm

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 23, 2016, 08:54:30 am

Hey guys, sorry for the lack of recent updates, sadly vacation got in the way, expect an update some time tomorrow! :D

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 23, 2016, 10:44:38 am

Quote from: TechnoXan on March 23, 2016, 08:54:30 am

Hey guys, sorry for the lack of recent updates, sadly vacation got in the way, expect an update some time tomorrow! :D

No prob, your two week limit is only 4-6 days away tho, better hurry up:)

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 26, 2016, 12:25:01 pm

Alright guys I'm gonna try to get an update out later today, in all honesty I may have to pass it off early but I will do my very best to play as much as I can! I'm sorry for the wait guys. :'(

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 26, 2016, 12:38:50 pm

Quote from: TechnoXan on March 26, 2016, 12:25:01 pm

Alright guys I'm gonna try to get an update out later today, in all honesty I may have to pass it off early but I will do my very best to play as much as I can! I'm sorry for the wait guys. :'(

Can't wait

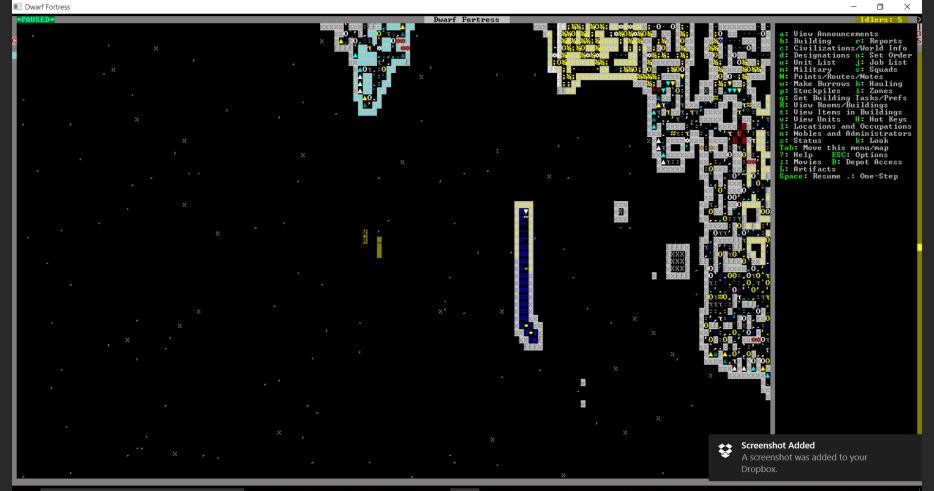
Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 26, 2016, 09:59:41 pm

The Codex of TechnoXan , Master Mecha Engineer -----} and Temporary Overseer and Lord of Doomforests

Aaaalright! Time to work! So construction is still going on for operation Crundle Creature Capture. But for know I have started to lay plans to pipe magma using a pump tower up near the surface for The Chalice.

Spoiler (click to show/hide)



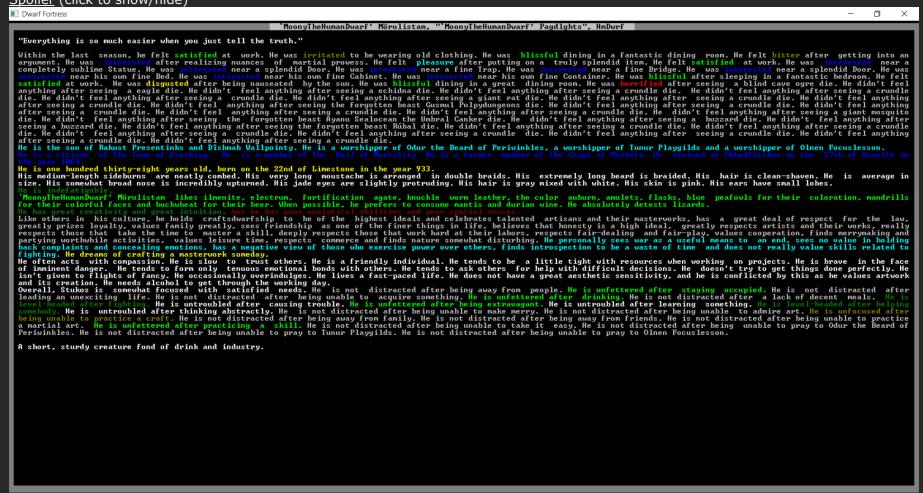


These will all be tweaked and I will eventually connect the service corridor to the pump channels. (OOC: Whatcha think? Im just trying to lay plans for the next guy, I have never done this and dont want to screw up.)

#### 22 Sandstone, 1071, Mid-Autumn

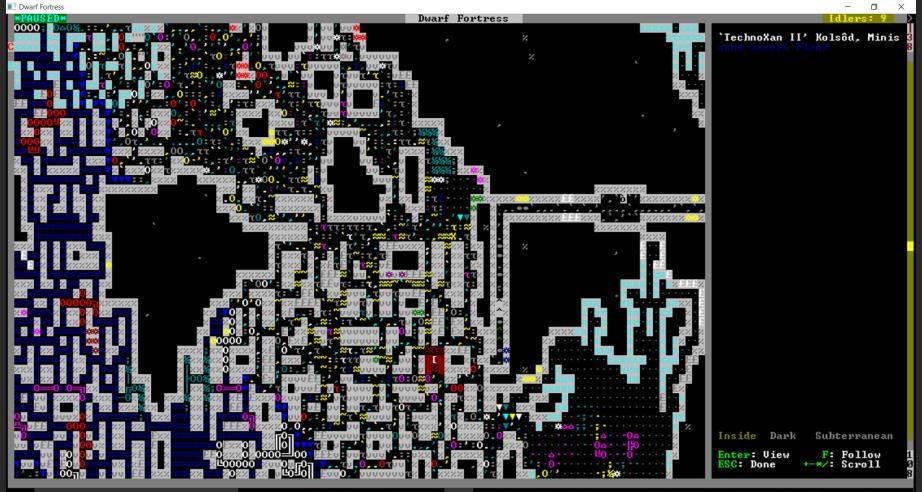
Oh a new Dwarf had a question for me, a MoonyTheHuman. I brushed aside his question and as a consequence for having an awful name for a Dwarf made him change it. Now what is it MoonyTheHumanDwarf?

Spoiler (click to show/hide)



Alright so move that, send that aand. Wait. Were am I? I must have not been paying attention. Oh im in the...Caverns!? In the name of Armok!!!!

<u>Spoiler</u> (click to show/hide)



Oh god is it this way back home? oh yes it is. Oh hi random Dwarf, get out of my way! Hey wait, what are you doing in the caverns as well!? Whatever. OH!! Here's the entrance! Block it up!!

#### 2 Timber, 1071, Late-Autumn

In order to avoid locking Dwarfs out of Doomforests I am opening the passage early, I have posted Flames Legacy in the hallway in case any of our precious animals break through. We will not abandon our Dwarfs!

Oh gods no. A Blind Cave Ogre just broke a wall and is getting in the fortress!!! I just blocked the entrance, blast! Flames Legacy, sic em! Oh wait no he is walking away. Whatever. Weirdo.

#### 13 Timber, 1071, Late-Autumn

Alright the operation is complete! But not a success yet. The Crundles have left and no other magnificent beasts have been caught in our trap. Soon though. Soon. For safety sake I have posted two of Flames Legacy around the corner from the cage traps in case anything gets out of hand. Now its time to bait the beasts...

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheFlame52 on March 27, 2016, 07:54:12 am

FINALLY THINGS ARE HAPPENING

Also, I'm not actually in the Flame's Legacy squads, they're just two squads of legends that I am responsible for making.

Title: Re: The Telling of Doomforest: A History of Cults and Soap

Post by: Sacasco on March 27, 2016, 09:27:45 am

I can't help noticing that we seem to have updated to a new version. I take it we want to keep it as this?

Quote from: TechnoXan on March 26, 2016, 09:59:41 pm

These will all be tweaked and I will eventually connect the service corridor to the pump channels. (OOC: Whatcha think? Im just trying to lay plans for the next guy, I have never done this and dont want to screw up.)

Now, you see, that could have worked, if the next guy were not me. I have no idea what I'm doing either. Ah, well, if Astville floods with lava I'm sure no-one will notice...

Quote from: TheImmortalRyukan on March 19, 2016, 04:18:28 pm

Lacus O videns, Exaudi orationem meam, Quaerite me ego Dominus, Domine ut videam,

Permitte mihi loqui ad eum,

Vivamus ut lacus videre.

Out of curiosity, what does that mean? I seem to be incapable of translating it...

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Gwolfski on March 27, 2016, 09:44:59 am

it's latin, according to google.

It means:

Lake seer Hear my prayer, Look for me, I am the Lord, Let me see , Let me speak to him, Live to see the lake .

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 27, 2016, 09:48:34 am

Quote from: Gwolfski on March 27, 2016, 09:44:59 am

it's latin, according to google.

It means:

Spirit of the Pool Hear my prayer, Look for me, I am the Your Master, Let me see him, Let me speak to him , Long Live the Pool.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Sacasco on March 28, 2016, 11:27:22 am

I see my GCSE Latin is not as good as I thought it was. I got very confused.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 28, 2016, 11:27:39 am

#### DING DONG

O Tecnoxan, where art thou? Doeth Doomfoest still stand? Thou Final Hour Draweth Near!

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Bacos666 on March 28, 2016, 12:48:19 pm

PTW the new thread.

Also, based on the recent (and I'm using that loosely) trend of poor FPS and real life distractions, maybe we could agree to upload the most recent save at the end of each overseer update? That way we could more easily pass along to the next overseer without losing history?

Also... Am I still dorfed as the liason?

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Taupe on March 28, 2016, 01:05:56 pm

Yeah we end up aborting most turns and reverting to old saves, that would probably save months by the end of the year.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 28, 2016, 06:29:05 pm

Hi guys, just give me until tomorrow, by the I should have finished autumn and start the new year, sadly I won't be able to go past that without taking a seriously long time, sorry guys, I do hope the completion of at least a little time with the real fortress will help. :)

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 28, 2016, 06:48:59 pm

Ouote from: TechnoXan on March 28, 2016, 06:29:05 pm

Hi guys, just give me until tomorrow, by the I should have finished autumn and start the new year, sadly I won't be able to go past that without taking a seriously long time, sorry guys, I do hope the completion of at least a little time with the real fortress will help. :)

Your Turn was helpful to prove some naysayers false... FLAME! Anywho, I'll contact the next person in line to inform them of their impending doom... that was accidently punny

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheFlame52 on March 28, 2016, 07:25:23 pm

If I yell at people sometimes things happen the way they should.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Iamblichos on March 29, 2016, 12:23:49 pm

I will be amazed to see actual game-based content. I still partially disbelieve.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 30, 2016, 10:55:53 am

As both Sasco and Tecnoxan have not answered me... Armok be with me...

Gwolfski... you're up...

Armok help us

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Sanctume on March 30, 2016, 11:12:56 am

What version is this? I can't believe I put my name on the list, and after Gwolfski!

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 30, 2016, 11:37:21 am

Armok damn it sorry guys, I'll post the save in a little bit, God dang biology make up work!! Well we can RP it that I was deposed when I disappeared to save Haven. So sorry guys.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Sacasco on March 30, 2016, 01:15:33 pm

Quote from: TheImmortalRyukan on March 30, 2016, 10:55:53 am

As both Sasco and Tecnoxan have not answered me... Armok be with me...

Gwolfski... you're up...

Armok help us

Apologies. I was waiting for TechnoXan to post the save. I've been watching the thread, but didn't feel I needed to say anything. I will be able to take a turn (I think). A couple of weeks later and I wouldn't, though.

Delaying disaster, possibly?

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 30, 2016, 01:29:28 pm

If tecnoxan posts the save, sacasco can have the next turn, that'll prevent the disaster that is gwolfski for a little while longer

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Gwolfski on March 30, 2016, 01:51:24 pm

Quote from: TheImmortalRyukan on March 30, 2016, 01:29:28 pm

If tecnoxan posts the save, sacasco can have the next turn, that'll prevent the disaster that is gwolfski for a little while longer

No, It's my turn. What did I do? I don't really get why everyone is so scared...

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TechnoXan on March 30, 2016, 08:43:26 pm

Alright so SOL's are here. Just in time for everything to need to be done. At home later tomorrow should work tho, I'm reeeally sorry I have to stall guys, last thing I want to do. :( But I swear it shall be done! I'm setting reminders on my phone and everything. ;)

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Gwolfski on March 31, 2016, 03:35:54 am

Quote from: Gwolfski on March 30, 2016, 01:51:24 pm

Quote from: TheImmortalRyukan on March 30, 2016, 01:29:28 pm

the disaster that is gwolfski

What did I do? I don't really get why everyone is so scared...

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Imic on March 31, 2016, 05:12:17 am

Quote from: Gwolfski on March 31, 2016, 03:35:54 am

Quote from: Gwolfski on March 30, 2016, 01:51:24 pm

Quote from: TheImmortalRyukan on March 30, 2016, 01:29:28 pm

the disaster that is gwolfski

What did I do? I don't really get why everyone is so scared...

For one thing you are the duke of bredbowl.

For another thing, you are... You. And you are... Um...

... I'm gonna leave now.

\*backs out of the room\*

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Gwolfski on March 31, 2016, 05:55:51 am

Quote from: Imic on March 31, 2016, 05:12:17 am

Quote from: Gwolfski on March 31, 2016, 03:35:54 am

Quote from: Gwolfski on March 30, 2016, 01:51:24 pm

Quote from: TheImmortalRyukan on March 30, 2016, 01:29:28 pm

the disaster that is gwolfski

What did I do? I don't really get why everyone is so scared...

For one thing you are the duke of bredbowl.

For another thing, you are... You. And you are... Um... ... I'm gonna leave now.

\*backs out of the room\*

But.... but.....

Title: Re: The Telling of Doomforest: A History of Cults and Soap
Post by: TheImmortalRyukan on March 31, 2016, 06:27:53 am

The reason I'm scared? You're EAGER to have a turn Gwolfski.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Kadian on March 31, 2016, 07:43:17 am

But...but...Gwolfski isn't Taupe! Taupe is the one with all the disasters. Gwolfski just...has 'minor accidents' compared to Taupe.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Taupe on March 31, 2016, 08:28:20 am

Quote from: Kadian on March 31, 2016, 07:43:17 am

But...but...Gwolfski isn't Taupe! Taupe is the one with all the disasters. Gwolfski just...has 'minor accidents' compared to Taupe.

The problem wirh Gwolfsky's turn is that they usually involve three weeks of waiting with vague promises of a gameplay happening At some point deadlines ans extensions run out, and we start asking for reports, or a save, or really *anything*. At which point Gowlfsky announces that he'll upload the save on a specific day. Infaillibly, we then learn that two minutes before doing so, a lightning storm broke his house or hia hard drive wiped or rhe game vanished, etc, etc. We then pretend that we buy it and move ob to the next player.

Gwolfsky's turns arent disaster for the fortress itself, they simply delay the thread by twenty days.

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Kadian on March 31, 2016, 09:23:47 am

Quote from: Taupe on March 31, 2016, 08:28:20 am

[...] Infaillibly, we then learn that two minutes before doing so, a lightning storm broke his house or hia hard drive wiped or rhe game vanished, etc, etc. [...]

Says the person whos Washing mashine exploded and had to run around in xXPantsXx for several days. ...well then!

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Gwolfski on March 31, 2016, 09:59:20 am

Only happened once i lost the save. And once i lost intenet.. anyway, I have a school break now, so I have time!

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on March 31, 2016, 10:44:05 am

There Will be NO hating upon fellow forumnites in this thread! All violators will have ALL of their future turn(s) postponed indefinitely! I was only joking about Gwolfski.

But the Time limit WILL be enforced here now, so Tecnoxan has until midnight Central U.S. time to upload the save or I will pass it to the next person in line (Sacasco, you're up!)

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on April 01, 2016, 06:24:15 am

As of right now, Tecnaxan's turn is null and void, if Sacasco answers my PM, the next turn will begin shortly

EDIT: Sacasco is currently playing, I hope he manages to complete it

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on April 01, 2016, 10:46:47 am

Quote from: Kadian on March 31, 2016, 07:43:17 am

But...but...Gwolfski isn't Taupe! Taupe is the one with all the disasters. Gwolfski just...has 'minor accidents' compared to Taupe.

But Taupe IS after Gwolfski.... Armok Help us All

Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Sacasco on April 01, 2016, 11:15:35 am

Id Dolushletmos looked at what was now her domain. It seemed to have some sort of curse with overseers.

(OOC: I'm afraid something's a little off with the texture pack. I hope none of you mind)

As best she could work out, from somewhat confused reports of bystanders, the first thing she'd have to deal with was a murder. It was a well-known story. Someone was unhappy, threw a tantrum, and when they happened to be a well-trained soldier, (Rovod Romekletmos, Elite Marksdwarf on this occasion) someone was killed. Other people then saw the crime and were too busy panicking about it to actually tell anyone.

<u>Spoiler</u> (click to show/hide)



A great deal of help they were. Id Dolushletmos wasn't much good with corpses either. She was sure justice could wait for someone to report what they saw, rather than her having to deal with it.

"This will not do. I am the queen and you're telling me the outpost liaison has a better room than me?" Id guessed that this was the next item on the agenda.

When Queen Libash was angry, she made it painfully obvious to anyone nearby.

"And will someone please do something about all these pigs!"

She ordered the miners to begin preparing a new suite for the queen. Anything for a quiet life. Possibly somewhere out of the way. Spoiler (click to show/hide)



Behind the bucket stockpile looked good. Seriously, though, there were a lot of buckets. Between that stockpile and others, they had... (She had to ask Drazoth, the bookkeeper, for this) 203 buckets. Hers not to reason why...

It turned out that as overseer she had access to various "plans" (in the loosest sense of the word) which she'd never known about before. There was a lever annotated "Total Safety Project", turned on. Id thought it best to leave it like that.

She also saw a large room looking like a dining room, but with only two tables in it. There were also some seeming gaps where chairs should be. She ordered the gaps filled and every table in stockpiles placed there, then ordered more chairs built. This job was beginning to feel stressful.



Id recoiled briefly from someone she passed. She looked how someone might if they were attacked by a horde of angry belt sanders and then dropped from a five-storey building. She turned out to be Frankensteen, Minister of Art and Culture. Her appearance seemed somehow apt. (OOC: anyone have *any idea* what happened to her?)

Id wanted some gold statues for the queen's new residences, and it turned out that someone had ordered 15 gold chains, for reasons unknown. 12 had been built, so Id assumed that whatever purpose there was, there were probably enough by now and had the order rescinded.

There were too many pigs. Id ordered the majority slaughtered. Terrible, smelly things. They were just as bad dead, but someone else could deal with that.

Hang on; traders! They'd been here the whole time, but there'd been enough else to do that Id hadn't noticed them until now. She'd send the broker over to see what they had to sell...

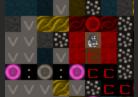
Spoiler (click to show/hide)

```
g: Move Goods to/from Depot
t: Trade
r: Trader requested at depot
b: Only broker may trade

Broker:
Edëm Ruthöshoslan, Chief Import/export Expert
Attend Party
Broker can access depot

Hmmm...
```

Then she began receiving reports of crundle attacks in the caverns. A mason, Inod Zonzas, had wandered into the caverns for reasons unfathomable by any sentient being. There, crundles had set upon him and he was about to pass out from blood loss. <a href="Spoiler">Spoiler</a> (click to show/hide)



There was also, for some reason, a tunnel being dug towards him by a lone miner. Id had no idea what that was for, but decided that someone must have had a reason for it, so let it happen.

A spear was named. Id felt nothing else needed be said about this event.

Work finally began on the queen's new quarters.

Mandates to fulfil, nobles to please, masons to save, madnesses to remedy, pigs to slaughter, Rovod attacking a sleeping butler; Id just

wished to finally get to sleep as 28 Limestone slid slowly into 1 Sandstone, and her first day as overseer of Doomforests came to an end.

OOC: This is a little hectic. I'm getting 4-6FPS, so this could take a while, but I'll just run it while doing other things and hope nothing too

On a rather more important note, you people are utterly insane. The only way I know of finding somewhere is hoping it's near one of the hotkey locations. There are enough abandoned areas that I feel we could lose all the places where anyone actually goes and still have a functioning fort.

I'll admit I'm rather enjoying this.

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Gwolfski on April 01, 2016, 11:42:38 am

Title: Re: The Telling of Doomforest: A History of Cults and Soap

Post by: TheFlame52 on April 01, 2016, 11:52:42 am

One more and I will set about removing lag.... hehehe

Damn, I was getting 16ish FPS after my turn, what the hell happened? I admit I probably contributed to the slowdown of the fort when I raised our metal stocks from ~100 bars to ~5000 bars.

### Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on April 01, 2016, 11:57:09 am

An actual update, EAT THAT Ye of Little Faith

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: TheImmortalRyukan on April 01, 2016, 11:58:05 am

Double Post, ignore

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap Post by: Sacasco on April 01, 2016, 12:07:50 pm

Quote from: TheImmortalRyukan on April 01, 2016, 11:58:05 am

An actual update, EAT THAT Ye of Little Faith

Glad I could be of assistance to you in your efforts to persuade people that Doomforests is more than a set of roleplays occasionally loosely based on what used to happen in a fort.

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Taupe on April 01, 2016, 02:49:14 pm

Holy fuck is that... actual... gameplay? I'm shocked and amazed at the same time.

PS: Frankensteen is the only dwarf that survived all the way from my first turn. She was the sick dwarf the doctor rescued and nursed back to life for about a year. As to what caused it, it was either Snustrok's blood or the dust from Supergoat. Frankensteen was initially called "Mister something", I hardly remember what. We learned much later about het gender and someone renamed her.

Edit: Her original name was Engraver-Guy, minister of health. I got confused with Mister Woodcut (also a girl)

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Dark One on April 01, 2016, 03:35:32 pm

[OOC] Good to see Doomforests moving on again.

Quote from: Sacasco on April 01, 2016, 12:07:50 pm

Glad I could be of assistance to you in your efforts to persuade people that Doomforests is more than a set of roleplays occasionally loosely based on what used to happen in a fort.

Speaking of which.... [/OOC]

### **Journal of Dark Two**

patrolling crowded corridors of Doomforests, Dark Two had a strong feeling of deja-vu. New overseer... again. Something told hir that it all happened before, just in slightly different way. He heard dwarves gossiping about a foul murderer sneaking around the fort, Queen getting mad cause outpost liason had a better suite than her or because all the pigs roaming the fortress (and their stench) were irritating - this led to a massive slaughter... at least butchers got in her favor. There were also gossips about a mason stranded in the caverns and a rescue tunnel being dug out to save him... probably not the first time it happens.

Later Dark Two attended to a big party - someone was celebrating naming his spear. He met there Doomforest's broker. He said "Just a minute and I'll be going to my duties, I promise!". Some dwarves made bets if he'll really go...

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Sacasco on April 01, 2016, 04:51:12 pm

Unfortunately, my computer crashed (for only about the second time in a year) at the end of Sandstone, just when I decided to end the update, so events may not unfold exactly the same way as reported here. I'm sure it will be broadly similar, though. I'll upload this, as I don't have the heart to re-write it all. (Don't worry, it'll take more than that to make me stop playing)

(OOC: I've decided to write from now on in first person, as I feel third was a little stilted). Overseer's Log: Sandstone, 1071

Libash Semoravuz, Weaponsmith has attempted to "recover wounded" with regards to the Butler. The Butler, however, using those skills of perseverance and a high pain threshold so often useful in domestic service, is having none of it and denies that he is injured. Having woken from the sleep in which he was attacked by Rovod Romekletmos and then dragged unawares to a hospital bed, he insists upon seeing the nearest authority figure to report the crime. This seems a little unnecessary to me, given that I know exactly what happened, but if it helps a convalescing head of the domestic servants feel better, I'm sure our mayor or queen will be ... delighted to hear from him.

As long as I don't have to deal with it, that's fine by me. Hang on, is that two pots in the hospital?

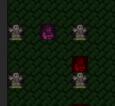
Spoiler (click to show/hide)



Oh, no, traction benches. My mistake. They look the same.

I am now firmly of the opinion that our broker is lying about being at a party. He is moving erratically in a statue garden with the only person nearby a child I believe he's roped in to assist him in his deception, so that he can get out of work, as partying whenever desired is a right firmly upheld in dwarven law.

Spoiler (click to show/hide)



Oh, and now little Mestthos has left. I think myself now justified in breaking up the party and ordering the broker back to work.

Spoiler (click to show/hide)

an cancels Attend Party: Getting something to

The conversation goes something like this:

"Edëm, I - I believe you'd better go and t-trade with the caravan now. Your rights as protected by Section 14 Paragraphs 12-25 do not aallow parties of one."

"Section 14? I don't know any Section 14! I know that any dwarf has the right to party when 'e likes!"

I feel that having made this spirited defence of my position I needed say no more about it. I was sure Edëm would come around with time.

The fight between mason and crundles has now gone on long enough that the mason is asleep and one of the crundles "over-exerted". I decide to send a rescue party into the caverns.

Rovod Romekletmos is now chained up where he can do no more harm. I do however have to wonder about the choice of a silver chain. Clearly our metalsmiths are not up to the task of constructing even a basic prison.

Spoiler (click to show/hide)



Don Pedro is cancelling jobs due to, apparently, being "shaken". What a pathetic excuse. It might, however, have something to do with having been repeatedly punched by Kevral...

### Spoiler (click to show/hide)

Spoiler (click to show/hide)

The Brewer punches The NOYB in the right foot with her left hand, bruising the muscle through the x=pig tail fiber shoe=x!

The Brewer punches The NOYB in the right foot with her right hand, bruising the muscle through the x=pig tail fiber shoe=x!

The Brewer punches The NOYB in the right foot with her right hand, bruising the muscle through the x=pig tail fiber shoe=x!

The Brewer punches The NOYB in the left lower leg with her right hand, bruising the muscle through the =cave spider silk trousers=!

The Brewer punches The NOYB in the head with her left hand, bruising the muscle through the =cave spider silk trousers=!

The Brewer punches The NOYB in the left lower leg with her right hand, bruising the muscle through the =cave spider silk trousers=!

The Brewer punches The NOYB in the left upper arm with her right hand, bruising the muscle through the \*cave spider silk cloak\*!

The Brewer punches The NOYB in the right upper leg with her left hand, bruising the fat through the \*cave spider silk cloak\*!

The Brewer punches The NOYB in the left upper arm with her left hand, bruising the fat through the \*cave spider silk cloak\*!

The Brewer punches The NOYB in the left upper arm with her left hand, The Brewer punches The NOYB in the left upper arm with her left hand, bruising the fat through the \*cave spider silk cloak\*!

The Brewer punches The NOYB in the left lower arm with her right hand, bruising the muscle through the \*cave spider silk cloak\*! The Brewer stands up.

That apparently comes under the heading of "punishing with a beating". Kevral is reported to have felt "disillusioned".

The rescue mission has reached Inod Zonzas, the mason caught in the mines! It seems, however, that they are too late to do anything other than avenge him by killing several crundles, as he has vanished off the face of the earth.

Actually, there's his corpse, but no-one has reported his death to me. Ah well, shouldn't have been in the caverns.

### Spoiler (click to show/hide)

The merchants from Amost Sat will be leaving soon.

```
g: Move Goods to/from Depot
 Trade
r: Trader requested at depot
b: Only broker may trade
Broker:
 ëm Ruthöshoslan, Chief Import∕export Expert
Attend Party
Broker can access depot
Oh for Olnen's sake!
```

Alåth Konadoddom, Blue Peacock (Tame)
"Alåth Bandcloistered"

coating of Rith Whipgalleys's dwarf blood (left foot coating of Rith Whipgalleys's dwarf blood (right foo

"... Would anyone care to explain to me exactly why we have a peacock wandering around outside with blood on its feet? ... I'm waiting!" Careful analysis shows that the dwarf whose blood it is is dead. It seems that this is the first skirmish in a shadow war between dwarfkind and peacockkind. I shall be watching for further events with suspicion...

Hang on, could having multiple hospitals be a problem? Knowing the idiocy I'm sure our medical staff perpetrates on a daily basis, almost certainly. However, I doubt they'd do any better with one, so I'll leave it as it is.

Spoiler (click to show/hide)



Do mine eyes deceive me? No! His Lazyness Mate The 888th has finally arrived to begin work on Her Majesty's Quarters. (OOC: No offence, Mate, but you did take nearly two weeks to arrive and I'm not sure even an injured hand can account for that)

Spoiler (click to show/hide)



Spoiler (click to show/hide)

The merchants from Amost Sat have embarked on their journey.

There are no merchants trading right now.

r: No trader needed at depot b: Only broker may trade

Broker: Edëm Ruthöshoslan, Chief Import/export Expert Attend Party Broker can access depot

Sigh

It seems that Edëm is still at his lonely party with Mestthos...

Spoiler (click to show/hide)

Inod Zonzas, Mason has been found dead.

Has he? Has really? Well he shouldn't have gone into the caverns then!

An excited dwarf carrying an axe runs up to me.

"L-let me guess. You've n-named your shield?"

He doesn't see the sarcasm apparent in my words.

"Yes! Yes! It's called Othörrul Afenosram!" And I am unable, despite clear hints, to stop him for the next five minutes.

Hang on a second! The soldiers went into the cavern to deal with the crundles. So there must be a way into there. There are forgotten beasts in the cavern. A way in is also a way out.

I'll just... check none of those very deadly things can find their way in and kill us all...

Lanami's cavern seems to be sealed off.

Simo and Irafe seem to be in the other cavern that is also sealed off. Spoiler (click to show/hide)



And Ngogngo isn't a problem.

Forgotten beasts are such untidy things, aren't they?

I think Doomforests's militia is up to the task...

00C:

I seem to have taken a while to find my voice with this character. I hope I have her sorted now.

I'm still only about a month in. I probably need to stop writing so much. But with such low FPS, what is one to do?

EDIT: Apologies to anyone who viewed this within around 10 minutes of me posting. I was being stupid with images.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: TheImmortalRyukan on April 01, 2016, 05:41:04 pm

Heh heh, and they said this fort was dead... Shows them.

I actually pat myself on the back for performing Fortress CPR, I told y'all I could do it

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: TheFlame52 on April 01, 2016, 06:01:07 pm

Doomforests will die only when we run out of migrants. When was the last time we had a kid grow up in the fort?

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Iamblichos on April 01, 2016, 08:22:25 pm

OMG, it lives! OMG, Frankensteen is still alive! That dwarf is the fort's oldest inhabitant, even predating the arrival of Minister Smunstu. In a just world, Frank would be king (queen?) by now.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheImmortalRyukan on April 01, 2016, 08:37:36 pm

Quote from: Iamblichos on April 01, 2016, 08:22:25 pm

OMG, it lives! OMG, Frankensteen is still alive! That dwarf is the fort's oldest inhabitant, even predating the arrival of Minister Smunstu. In a just world, Frank would be king (queen?) by now.

I put toward a vote:

We create a position for her were she gets a Palace and cancel ALL of her labors

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Taupe on April 01, 2016, 10:32:38 pm

Frankensteen's physical appearance is probably responsible for half the misery in this fort. Moving her to her own quarters is a wise idea.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Iamblichos on April 02, 2016, 06:44:58 am

I would remind the honorable ladies and gentlemen that Frankensteen was a war hero during the reign of Longshanks, selflessly sacrificing her room to trap Shedim aka Snustok Jr., and then lost everything she owned to the Vengeance of Armok. In recompense, she was granted a large engraved room on the surface level near the Captain of the Guard's quarters. Never occurred to me she might still be alive, though. I agree with the vote! An engraved opulent throne room for Frank.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheFlame52 on April 02, 2016, 09:10:45 am

I definitely support this. Also, being blind, Frankensteen can't really do any job that requires skilled workers. But I think she'd want to keep smoothing walls.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Sacasco on April 02, 2016, 02:43:19 pm

Oh, quick question (for when I finally get there):
I started at the very end of Limestone (month 7). How far do you want me to go? I'm not sure I could do more than 12 months.

### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 02, 2016, 02:56:44 pm

Quote from: Sacasco on April 02, 2016, 02:43:19 pm

Oh, quick question (for when I finally get there): I started at the very end of Limestone (month 7). How far do you want me to go? I'm not sure I could do more than 12 months.

Finish that year, then do your own

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Drazoth on April 02, 2016, 03:34:56 pm

D3 sat at his desk, with a strange feeling, similar to deja-vu. He looked at his calendar, and had a bad feeling that something important was going to be happening. Kronk came in, holding a letter.....

Several hours later, after the renegade crundles had been dealt with, he spoke to Hans. They quickly checked several things and came to an agreement, that another time line change had happened. After that, D3 checked it's pockets, and to his delight and surprise, the blueprints were still there. He stashed it again and had his butlers follow him. They then watched as the portal machine was demonstrated again, and Hans took another copy of the blueprints, just in case. After that they returned to D3's office.

"Alright, Kronk, you say that a new overseer has already been chosen?"

"Yeah, it's Id Dolushletmos."

"Drat, now we can't install TechnoXan in that position. Oh well, we'll keep that plan on the back burner for now. As for this machine, I think we should build our own. If we do things just right, we should be able to do so without *Him* interfering too much."

"Just who are you referring to sir? Don Pedro or DO"

"The latter. I thought he was dead all these years. It seems I was wrong. He was either dormant, or biding his time. At any rate, we have no clue what he's up to. For all we know he's made an alliance with some other dark gods. What I want to know is why he's bothering with these portal shenanigans. Is he just screwing with us, or does he intend to trick someone into unleashing some unknown horror upon this fort."

Hans chimed in at this point. "Then why do you want to build another one of those machines sir? Wouldn't it be wiser to destroy them, along with all copies of the blueprints?"

"Maybe, but we don't know who has all the other copies. My plan is to use our own machine to scout out where these portals can lead to, and try to assess the potential threats from each one. We'll start with the destinations we already saw, then see if there are any others. If we do find out the identities of those with the other blueprints, we'll need to put them under survaleillance as soon as possible, to prevent any accidents."

"Very well sir, what are your orders?"

"I want Kronk to gather the raw materials and assist in the assembly. Hans, you keep an eye on the creators of this device, they might have an idea as to who owns the other blueprints. Alright, let' get started."

OOC: I decided to keep this bit of metaplot going, as it is simply to interesting to let it die. If anyone can think of a reason why the time reset would prevent it let me know.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheImmortalRyukan on April 02, 2016, 03:57:52 pm

### Journal of Airith, Acolyte to Ryukan

With Master still away overseeing the construction of the Cathedral at Constructivory, I'm still in command of the Order here in Doomforest. I haven't had time for journal entries because of my new position as the Keeper of Record for Doomforest (a VERY taxing endeavor I ensure you all).

After dinner today, I looked at the Blueprints for the Portal Machine. So this is the machine that is causing all this trouble. I see the potential use for a machine like this, and I inquire with my fellow acolyte if the materials necessary would be acquired easily. He told me they could be found with little difficulty. I order him to start construction of a copy of this machine inside the sanctum.

In other news, the D Family has made an appearance. They, along with Dark One, pose the only real threat to the integrity of the Order here in Doomforest. I tell one of the TruthBearers to keep an eye on those two. And as for the position of overseer, I, after some political dealings, have secured a spot after the current Sacasco is finished.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Sacasco on April 03, 2016, 06:49:44 am

Spoiler (click to show/hide) 'Don Pedro' Avuzèrith, NOYB "'Don Pedro' Minedlabor" No Job
Dabbling Armor User
Dabbling Thrower
Dabbling Discipline
Skilled Observer
Competent Fighter
Dabbling Archer
Adequate Wrestler
Novice Striker
Dabbling Kicker
Dabbling Dodger

Well, we knew it would happen...

Spoiler (click to show/hide)

Damn things. There're now several corpses lying around. May they be left to rot. Oh, and Don Pedro recovered.

Spoiler (click to show/hide)

Some migrants have arrived.

I... guess that's good?

Four of them, a novice mason, an apprentice clothesmaker, an apprentice weaponsmith and an expert swordsdwarf. It's while conscripting the last that I notice something a little odd about Doomforests's military structure.

We have seven squads:

<u>Spoiler</u> (click to show/hide) Order of the Ale The Large Picks Flame's Legacy Constructive Cusps Butlers Recruits Recruits #2

"Flame's Legacy" and "Constructive Cusps" are both filled with weaponsmasters, Flame's Legacy with marksdwarves and Constructive Cusps with melee-focused. The "Butlers" has two hammerdwarves of middling rank. The "Order of the Ale", however, has no-one higher than novice.

And then we have the two Recruits squads. They are both filled with an eclectic mix of weapons, with swords and spears and axes much in evidence. But non-nominally, they are both filled with legendary warriors!

I speak to SenshukenVII, the militia commander, about this. His explanation hinges on the fact that they were once recruits. Typical stickin-the-mud military thinking.

Oh, and for some reason the swordsdwarf's naked. Disgusting.

Spoiler (click to show/hide)



Ah. It seems I forgot there might be some problems with buzzard corpses rotting in a major thoroughfare. That's not going to help the mood.

```
alunite
pig fat [9]
pig fat [9]
pig fat [9]
prepared pig lung [2]
rotten pig meat [8]
prepared pig lung [2]
pig sweetbread
prepared pig brain
pig meat [9]
pig fat [9]
prepared pig lung [2]
chopped pig liver
pig tripe
```

Or maybe it's that I need to consider what's to be done with the meat from killing pigs before killing the pigs. It seems they're even worse after death.

Spoiler (click to show/hide)

Zefon Veshvucar, Cook cancels Store Item in Barrel: Interrupted by Buzzard. Edzul Stigazdakost, Cheese Maker cancels Store Item in Barrel: Interrupted by Buzzard.

Blasted things.

Spoiler (click to show/hide)

```
'Mate The 888th' Asizilral has engraved a masterpiece! 'Mate The 888th' Asizilral has engraved a masterpiece! 'Mate The 888th' Asizilral has engraved a masterpiece! 'Mate The 888th' Asizilral has engraved a masterpiece! 'Mate The 888th' Asizilral has engraved a masterpiece! 'Mate The 888th' Asizilral has engraved a masterpiece! 'Mate The 888th' Asizilral has engraved a masterpiece!
```

Someone has done something non-incompetent! The queen's new rooms may actually be satisfactory!

Spoiler (click to show/hide)

```
The Buzzard snatches at The Furnace Operator in the head with his first toe, left foot, bruising the muscle through the *cave spider silk hood*! The Furnace Operator has been knocked unconscious! The Buzzard bites The Furnace Operator in the head, bruising the muscle through the *cave spider silk hood*! The Buzzard latches on firmly! The Buzzard shakes The Furnace Operator around by the head, tearing apart the head's skin! The Buzzard shakes The Furnace Operator around by the head, tearing apart the head's skin! The Buzzard shakes The Furnace Operator around by the head, tearing apart the head's skin!
```

I am now terrified of these things. I'll send Flame's Legacy at it.

Drazoth III, the furnace operator, apparently decided, on having woken after the buzzard attack, that a stone floor covered with the blood of his former foe mixed with his own is a good place to sleep. Shows a certain fighting spirit, I guess.

Spoiler (click to show/hide)

Atîs Sobìrdodók, Carpenter has given birth to a boy. Atîs Sobìrdodók, Carpenter cancels Dump Item: Seeking Infant.

And Doomforests has yet another mouth to feed. Not that we're running out of food, admittedly. Oh, and congratulations to Atîs.

Spoiler (click to show/hide)

Food Stores: 22873

| Meat | 1166 | Seeds | 891 |
| Fish | 134 | Drink | 6816 |
| Plant | 2495 | Other | 11371

Spoiler (click to show/hide)



"What *idiot* d-designated a garbage dump in the middle of a hallway? All this has to b-be moved *now*!"

(OOC: I am honestly quite confused by this. The dump has several high-quality bins, a few metal bars and quite a lot of rotten remains. It also has about ten pages of charcoal. I take it multiple overseers has something to do with it?)



That's a miasma problem. Something's rotting. There's a dump. Do I have to think of everything?

This is an exceptional marble statue of 'Mate the 892nd' Inkutter. The item is an exceptionally designed image of 'Mate the 892nd' Inkutter the dwarf and bogeymen in marble by 'Longshanks' Tomêmåblel. 'Mate the 892nd' Inkutter is admiring the bogeymen.

I am somewhat disturbed by a couple of the statues we have in our extensive stockpiles.



Any previous overseers know what this is meant to do? I've never really gone into mechanisms, but it seems to me that if I turn on the pump on the level below it'll flood the lower parts of the fort with lava. Is this a bug or a feature?

On a more practical note, I'm not sure I'll be able to do much more than a year in the two weeks. I'll do what I can until about the 11<sup>th</sup>, at which point I'll begin to have much less time, and then I'll hand over to the next. Does that sound good?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: Gwolfski on April 03, 2016, 07:30:25 am

t by. Gwoliski oli April 03, 2010, 07.30.25 alli

that mess of machinery? It was for my central heating project. DO NOT TOUCH, I think it might be unsafe. I'm rather certain.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 03, 2016, 08:35:22 am

Here at Doomforest, we sleep in the blood of our enemies!

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Dark One** on **April 03, 2016, 04:07:56 pm** 

#### In place out of space and time

Two seemingly shapeless figures float in an ocean of energy.

- Was the timeline change neccessary, Dark One? Gogol asks, slowly taking humanoidal shapes.
- Without this change, Doomforests would slowly turn into a realm where time has stopped... A side effect of bearing so much energy. Dark One says while turning into a robed dwarf.
- I assume that all other elements of *The Plan* remain the same?
- Yes... Dark One says ominously.
- Everything?
- Blueprints, portal devices, strange traces of my energies... everything is prepared to the slightest detail.
- What if they can trace you by using these devices?
- Why wouldn't we want them to do this? Dark One says before the realm collapses under his command.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: The ImmortalRyukan on April 03, 2016, 04:55:16 pm

### Journal of Airith, Acolyte of Ryukan

I was approached today by a concerned citizen asking about some weird dreams they had experienced that night. After listening to the details of the dream, I knew they were a by-product of the Forced Time-shift Master did to save the integrity of the VERY weak fabric of reality that held this verse together. It was weak due to the intense and often uncontrolled magic that flowed within these halls.

I told the citizen to drink a tea of herbs that I concocted. It would erase that persons memory of the past two months. The side effect was that they would not only forget of the time shift, but of the past months in this time slot as well, due to the quirkiness of the time stream.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Drazoth** on **April 03, 2016, 05:34:27 pm** 

D3 was rushing about the twisting halls of the fort, wanting to grab the last few supplies before the construction of the device could begin. As he was returning to his office with the final items, some stupid buzzard thought that he would make for a tasty snack. It took a while for D3 to even notice it, but once he did he was furious. While normally something like this would only be a mild annoyance, he was rather sleep deprived from having spent the last several days trying to get things ready. He put down the things he was carrying as the buzzard prepared to swoop down for it's next attack. He was ready for it, easily dodging the bird and grabbing it's right leg. He then took out one of his carving tools and gutted the thrashing creature.

Next thing he knew, he was on the ground, and his clothes were stuck to him in some places. As he looked around, he saw the buzzard's corpse, and Hans standing over him.

"What the hell happened here?"

"You were attacked by that creature, and you killed it. You then passed out, likely from several days of sleep deprivation combined with the adrenaline crash you suffered after your scuffle. You've been out for 6 hours."

"And you left me here why?"

"You looked so confortable there sir, and I didn't wish to disturb you." Somehow, Hans managed to say that with a completely straight

face.

D3 simple stared at him with flat disgust. " Thanks for the consideration. Find anything useful?".

"Not from watching the creators, but when Kronk called me here to help you, I noticed that he was being followed. Once he was able to shake his follower. I then tracked them back to their room."

"Were you seen?". D3 finally stood up and the two began heading back to the office.

"No, for this person had no eyes, only empty sockets. She seemed to track Kronk by sound. He seemed to notice her, as he lead her in quite the opposite direction from your office, before activating that silencing spell you showed us. And yes, one was 'watching' us, but I took the liberty of activating the spell on both of us just as you were coming to. Where did you learn that spell by the way? It's quite good."

"D2 created during his time here, when he was trying to evade the old necrocult.". D3 then laughs a little bit. "How long till you think my 'watcher' figures out I'm not there?"

"I give it about 15 minutes. You?"

"I'm going to say a half hour or so."

They then arrived at the office. Once D3 had washed up and changed into clean clothes they started to work on the portal device, with some modifications D3 had designed....

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Sacasco on April 04, 2016, 06:50:31 am

Would anyone mind me using DFHack to remove some of the vomit, blood, leaves and fruit in the hope that it'll speed things up?

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Drazoth on April 04, 2016, 10:34:54 am

Not at all I think. I know other oversees have done so in the past.

### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 04, 2016, 10:41:30 am

Quote from: Sacasco on April 04, 2016, 06:50:31 am

Would anyone mind me using DFHack to remove some of the vomit, blood, leaves and fruit in the hope that it'll speed things up?

Thou hast permission to useth the DFhack

### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 04, 2016, 02:29:26 pm



Is a reacher *meant* to be able to get here? Ah, well, the Butlers can deal with it.

### <u>Spoiler</u> (click to show/hide)

Oh, good, another one. I really need to sort out some pest control...

The Furnace Operator attacks The Reacher but She jumps away! The Furnace Operator misses The Reacher!



I'm getting confused reports of the battle between the Butlers and the reacher. First of all, it seems the Butlers never actually arrived. It seems like a furnace operator, Ast Logemmesir, attacked it. It dodged, and seems to have fallen into the lava sea.

Spoiler (click to show/hide)
g Butlers

Kill Reacher

You know? I think you can probably stop now.

Spoiler (click to show/hide)

Press Enter to close window

This is just getting tiresome.

Spoiler (click to show/hide)



Yes. That's definitely what you're doing.

Through the uncanny cave-sense of dwarven soldiers, I have determined that there is a way to reach and kill Shoveth Zutshoshorshar. It now occurs to me that it may have spent the time since its arrival heading directly towards us. And the soldiers will take quite some time

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Thîkut Vabôkamal, Axe Lord has bestowed the name Shadmaledos upon a rambutan wood shield!

I have more important things to think about right now!



That's definitely a way in...

\* \* \*

My commiserations to the family of Thob Nudenavuz. He bravely ran away from the forgotten beast, delaying its attack by some seconds which may yet be crucial. He then fought in the manner befitting a dwarf, causing several minor injuries before losing a hand and being kicked off the ledge. His death in the magma sea is a reminder to us all of the power of Armok. Spoiler (click to show/hide)



Shoveth's movement is erratic. It'll advance far faster than a dwarf can run for some distance, then stand still for a while. I've retreated all citizens to the main gate, with all the soldiers. They should meet the two squads coming the other way.

And my great thanks to the family of the gorlak. Its brave refusal to die after being kicked down a flight of stairs allowed several citizens to escape while Shoveth climbed down to kick it into the magma sea. We all owe it a debt of gratitude.

And battle is joined. A straggling group of weaponsmasters engages Shoveth.

Spoiler (click to show/hide)

The Spearmaster bites The Forgotten Beast in the left rear leg, tearing the fat and bruising the muscle!

You. Have. A. Spear.

And after a few minutes of people hitting a big thing with metal things, the big thing is dead. The dwarves suffered no injuries.

So with only one casualty the entrance to the caverns has been found. It shall now be blocked off.

Spoiler (click to show/hide)



Well, an entrance. A few days later a crundle was found and eviscerated by Degël Amemlokun, militia captain. It has unfortunately profaned the tomb of Maxcat61, Superminion. My apologies to his descendants. I have been unable to find this entrance.

Spoiler (click to show/hide)

Mestthos Zonduthnur, Spearmaster has bestowed the name Umarasdûg upon a steel spear!

Oh, stop it already.

OOC: I'm now into the final month of Kevral's year. I may be some time.

Oh, and if there are any formatting errors (or any errors at all), please tell me. This goes for everything I post here, in fact.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheFlame52 on April 04, 2016, 03:08:08 pm

If someone decided to sabotage the fortress, it wouldn't ever show up against the background incompetence and misfortune.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 04, 2016, 03:49:04 pm

Quote from: TheFlame52 on April 04, 2016, 03:08:08 pm

If someone decided to sabotage the fortress, it wouldn't ever show up against the background incompetence and misfortune.

Who are you calling incompetent? How... how dare you! I'm deeply, deeply offended.

As you can see from my italics.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheFlame52 on April 04, 2016, 06:27:13 pm

While there have been several overseers that I would openly call incompetent, you fall into one of the other two categories.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 04, 2016, 06:29:08 pm

Quote from: TheFlame52 on April 04, 2016, 06:27:13 pm

While there have been several overseers that I would openly call incompetent, you fall into one of the other two categories.

Pray tell, what are the other two?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheFlame52 on April 04, 2016, 07:36:06 pm

They're right there. Victims of sabotage or victims of misfortune. These are just the categories of "bad" overseers.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 05, 2016, 08:32:13 am

Spoiler (click to show/hide)

1 (1)

Aaaaaaarrrrggggghh, but more normally 3-6 so that's... fine?

And onto more important matters: )

I've been given reports, but I'm not entirely sure what to make of them.

```
Crundle jumps out of the Crundle's flight path! Crundle jumps out of the Crundle's flight path! Crundle slams into the Crundle!
 Crundle stands up.
 Crundle jumps out of the Crundle's flight path! Crundle jumps out of the Crundle's flight path! Crundle is no longer stunned.
The
 Crundle slams
 into the Crundle!
 Crundle stands up.
Crundle is no longer stunned.
Crundle jumps out of the Crundle's flight path!
The
The
 Crundle stands up.
The Crundle's right upper leg takes the full force of the impact, bruising the muscle!
The Crundle's lower body takes the full force of the impact, bruising the
muscle and bruising the guts!
The Crundle looks sick!
The Crundle's left lower leg takes the full force of the impact, bruising
the muscle!
The Crundle's upper body takes the full force of the impact, bruising the
muscle!
```

It is clear there is an underground war, where the crundles have split into two factions and, lacking the ammunition for the catapults they've built, are throwing their own soldiers at the opposing side. This seems to be about as effective as one might expect.

#### <u>Spoiler</u> (click to show/hide)



A child has been taken by a fey mood. Hooray, another legendary crafter.

```
<u>Spoiler</u> (click to show/hide)
```

```
is throwing a tantrum! cancels Pen/Pasture St
Pedro'
 Avuzèrith,
```

Can't we just lock him up again? (OOC: No offence meant, of course. Actually, maybe a little.)

Right, I've charged Don Pedro with the crimes. I believe he was out of prison for about ten days...

Oh, and I've just passed Psycho III in the corridor. He's beginning to look a little unhappy. (OOC: Why do we have a PsychoAngel II and a Psycho III? Am I missing something?)

### Spoiler (click to show/hide)

```
The Crundle jumps out of the Crundle's flight path!
The Crundle scrambles out of the Crundle's flight path!
The Crundle rolls out of the Crundle's flight path!
The Crundle scrambles out of the Crundle's flight path!
The Crundle jumps out of the Crundle's flight path!
The Crundle jumps out of the Crundle's flight path!
The Crundle rolls out of the Crundle's flight path!
The Crundle scrambles out of the Crundle's flight path!
The Crundle rolls out of the Crundle's flight path!
The Crundle jumps out of the Crundle's flight path!
The Crundle jumps out of the Crundle's flight path!
The Crundle slams into the Crundle!
 Crundle slams into an obstacle!
Crundle stands up.
Crundle jumps out of the Crundle's flight path!
Crundle jumps out of the Crundle's flight path!
Crundle is no longer stunned.
Crundle jumps out of the Crundle's flight path!
Crundle scrambles out of the Crundle's flight path!
Crundle jumps out of the Crundle's flight path!
Crundle rolls out of the Crundle's flight path!
Crundle scrambles out of the Crundle's flight path!
Crundle scrambles out of the Crundle's flight path!
Crundle rolls out of the Crundle's flight path!
 The
 The
 The
 The
 The
 The
 The Crundle rolls out of the Crundle's flight path!
```

The underground war rumbles on... (OOC: Anyone have any idea what's happening? There aren't any nearby forgotten beasts or anything. Or catapults.)

### <u>Spoiler</u> (click to show/hide)



Farewell, large rat, we hardly knew ye. Nor did we want to. What we do want to know is how you got here... Well, it actually took about four more bolts and then the rat crawled downstairs to die, but you get the point.

### Spoiler (click to show/hide)

```
marble
lead bars

=pig tail fiber cloth=
pig leather
rough resin opals
donkey leather
donkey leather
 (raw green glass)
```

That child with the fey mood has begun construction. It looks rather elaborate...

### Spoiler (click to show/hide)



Elves have arrived to trade. Nasty, fickle things with no skill whatsoever at crafting. Then again, that means they'll pay through the nose for even a taste of proper dwarven craftsdwarfship.

<u>Spoiler</u> (click to show/hi<u>de)</u> g: Move Goods to/from Depot t: Trade r: Trader requested at depot b: Only broker may trade Edëm Ruthöshoslan, Chief Import/export Expert Trade at Depot Broker can access depot

This is truly a great day for dwarfkind. Assuming the elves have anything useful, of course.

They don't. Apart from a bit of food, which I buy, despite us having plenty already. I'm now tempted to use the... hospitality devices...

Spoiler (click to show/hide)

Not sure what it'll accomplish, but killing elves sounds fun.

OOC: I'm slightly worried a tantrum spiral's imminent. When I started the turn, there were two "Very unhappy" and seven "Unhappy". It now looks like this:

Spoiler (click to show/hide) 'Don Pedro' Avuzèrith 'Psycho III' Oltaruvel Rovod Romekletmos À 🕝 Ingish Rìtharalåth Û 7 Edëm Asizònul Û W Vucar Koldegël Û 'SenshukenVII' Rungakurdim Domas Nômurdim Û W Û Zuglar Åmlogem 🥑 Urdim Tulonustuth × × Nish Udarastesh Û 'LordBrassroast' Kadollitast Drokles II' Mözirlikot 'Dark Two' Ulzestbomrek e T B Libash Semoravuz × o rr de off of the of Äs Zasgubel

I'm slightly worried Flame was wrong in calling me non-incompetent, and that's quite a lot of well-trained soldiers...

I feel this is the perfect time for some forgotten beast-hunting, don't you?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Drazoth on April 05, 2016, 10:17:51 am

D3 was sitting at his desk, making one last check to make sure he had everything he needed for his trip. Satisfied, he made some final checks to the device while waiting for Kronk to arrive with the final component. The last few days had been stressful, but at least he was able to get some sleep. Wouldn't want to repeat the earlier incident, now would he? Kronk finally arrived, looking somewhat winded.

"What's the matter? Were you followed?"

"No, but something odd is happening with the crundles."

"Dare I ask what? Is this something that TechnoXan can handle or do we need to get involved?"

"I think he can handle it. It seems that the crundles have found a way to launch themselves around, and seem to be using this to attack some remnants of the Seeing Eye they found."

"Ah yes, I remember him telling me about his new breed of 'Ballistic Crundles'. Hopefully they remain loyal to him. Now, install the power source but don't turn it on, I have instructions for you two."

Kronk looks around in confusion, before seeing Hans standing behind him, despite the door not having opened after Kronk had entered. After recovering from this surprise, he installed a small object, about the size of a kettle, into a slot in the portal device. It looked like a

"While I'm away, there are some things I need you both to do. Kronk, you are to finish up the list of places that need to be scouted. I've gotten it started, but I likely won't be here long enough between trips to finish it myself. Make sure to check in the book of dimensions that's on the desk there, to see if there's anything relevant in there. If you see something that marks a world as having a high potential as a threat to us, mark it on the list. You are also to open up the portal from here when I need to return. We'll do some testing to make sure that messages will get through. Hans, you are to continue to keep an eye out for the others who may have those portal schematics. By the door there are some constructs that I have modified for you to control. Plant them in locations where they will be able to pick up any interesting conversations. The transmissions should be rather hard for others to detect, and they have been tamper proofed. You can also assume direct control if needed. Leave a note here if you find anything useful. Alright, lets turn this thing on."

D3 walked over to the device and placed his hand on the controls, channeling his energy into them. The runes covering the machine glowed faintly with power, and the portal opened. It lead to a abandoned room in some other fort, who knows where. D3 stepped through, and Kronk closed the portal. After a few moments testing the comms spells, Kronk settled down at the desk and got to work. Hans went to the small pile of constructs in the corner. They all looked rather similar to Faustus, and Hans was not surprised to see the little thing sitting atop the others, like an elder brother lording over his siblings. Hans grabbed him and another, leaving to get them into position.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Imic on April 05, 2016, 10:40:44 am

The thing about doomforests is that all the roleplaying distracted us from the beutiful cursed mess that is doomforests. We once had no miliatary! We once died! AND THEN WE CAME BACK

NOT BY RECLAIM!

**BUT BY SHEER COURAGE!** 

this is a good day, for the ancient stronghold of Doomforests

#### D0000000000000000MF00000000000REEEEEEEEESTS

Quote from: Drazoth on April 05, 2016, 10:17:51 am

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Edit: :(

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: TheFlame52 on April 05, 2016, 02:06:10 pm

As far as I can remember, none of the FBs had any dangerous attacks. Sting/bite is worthless against a legendary soldier. What's the worst that could happen?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: Sacasco on April 05, 2016, 04:34:03 pm

That thing with the crundles is continuing. Anyone have any ideas what's going on?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: Drazoth on April 05, 2016, 04:43:06 pm

Quote from: Imic on April 05, 2016, 10:40:44 am

Edit: :(



Because RP is an integral part of this fort, like it or not.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: TheImmortalRyukan on April 05, 2016, 06:23:21 pm

Quote from: Drazoth on April 05, 2016, 04:43:06 pm

Quote from: Imic on April 05, 2016, 10:40:44 am

Edit: :(



Because RP is an integral part of this fort, like it or not.

Doomforest IS synonymous with RPing, can't have one without the other

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Imic on April 06, 2016, 12:21:25 am

Ooooooooooh, fine.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 06, 2016, 08:22:32 am



Don Pedro is now in hospital, resting from injuries incurred as punishment for crimes. Serves him right.

Spoiler (click to show/hide)

Rovod Romekletmos, Elite Marksdwarf "Rovod Longcobalt" Stumbling obliviously!, & Soldier (no activity) (Chained)

Just go mad already!

Spoiler (click to show/hide)

"'Psycho III' Gilthear" Stumbling obliviously!, &

All our prayers are with PsychoAngel II and Edëm, the parents. We hope with all our hearts that he recovers. Recovers shortly, that is.

Spoiler (click to show/hide)

Well, yes. That's sort of what the chains are for. Being locked up again wouldn't be much good if you could wander off for a quick drink, would it?

Spoiler (click to show/hide)

This is a marble figurine of Endok Abbeywhip. All craftsdwarfship is of the highest quality.
The item is a masterfully designed image of Endok Abbeywhip the dwarf in marble by Iden ôsedtun. Endok Abbeywhip is traveling. The artwork relates to the wandering of the dwarf Endok Abbeywhip in The Rapid Hill in 135.
It is encircled with bands of oval marble cabochons and donkey leather. This object is adorned with hanging rings of pig tail fiber and menaces with spikes of lead It is encircled with bands of total marble capochons and donney recent the sencincled with bands of total marble capochons and drawer in the sencing pose. The artwork relates to the return of the On the item is an image of Stâkud Cloudytowers from the dead as a restless haunt in Doomforests in the early spring of 1059.

On the item is an image of round cabochons in resin opal.

On the item is an image of Mosus Questedchanneled the dwarf and Osman Urntunnel the Cavern of Shades the vile troll in donkey leather. Osman Urntunnel the Cavern of On the item is an image of Mosus Questedchanneled the dwarf and Osman Urntunnel the Cavern of Shades the vile troll in the vile troll Osman Urntunnel the Cavern of One of Mosus Questedchanneled the dwarf and Osman Urntunnel the Cavern of Shades the vile troll in donkey leather.

Shades is striking down Mosus Questeucnammeted the dwarf and Osman Urntunnel the Cavern of Shades the vile troll in donkey leather. Osman Urntunnel the Cavern of Shades is striking down Mosus Questedchanneled. The artwork relates to the killing of the dwarf Mosus Questedchanneled by the vile troll Osman Urntunnel the Cavern of Shades in The Rapid Hill in 365.

The fey mood has finally finished. That's very detailed.

Spoiler (click to show/hide) Basic Value: 2760

Oh. Disappointing.

I have received numerous complaints that our soldiers are training outside in the snow. While I do worry about the mental stability of our heavily-armed soldiers, I don't think a bit of snow will push them over the edge. A bit of cold never did anyone any harm. (OOC: The opinion of my old PE teachers)

I'm now mining into the caverns from that big stockpile room. Simo is getting annoying.

I eventually had to order about fifty soldiers to station because none of them were turning up!

We're in the caverns and hunting down a gigantic monster with noxious secretions! (OOC: Well, worst case scenario, the framerate improves)

Spoiler (click to show/hide)



Back in my day we had proper forgotten beasts. None of this namby-pamby nonsense! I mean, I don't want a Supergoat or anything, but

it would be quite nice to be "slayer of something-or-other" and have people actually impressed by it.

Spoiler (click to show/hide)

Klan-Master cancels Butcher an Ani

You just can't get the staff.

<u>Spoiler</u> (click to show/hide)

And this is exactly why you're locked up.

Some migrants arrive. A metalcrafter, an animal dissector, a wax worker and dyer and a glassmaker. Ah, well, there's plenty of hauling to be done..



For Olnen's sake! How did you get there? Starve, then! See if I care!

Well, I did get them out eventually. By Olnen these caverns are a lot of effort.

Spoiler (click to show/hide)

'Don Pedro' Avuzèrith, NOYB is throwing a tantrum!

I give up on this justice system. He is being locked up in a room and starved to death. Any objections? No? Good.

The "Super Happy Team" has been remade and now consists of Don Pedro. It has been stationed inside the queen's dining room (one of a couple, actually, as I haven't been able to find all of them and we have enough space anyway). I hope she doesn't mind.

If anyone has strenuous objections to me killing Don Pedro, now is the time to voice them.

If not, well, one less annoyance.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Gwolfski on April 06, 2016, 09:51:06 am

I have an objection to his death. Please wall him up in a room on a diet of water and raw plump helmets. I have a use for him. Whens my turn?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 06, 2016, 10:00:46 am

Quote from: Gwolfski on April 06, 2016, 09:51:06 am

I have an objection to his death. Please wall him up in a room on a diet of water and raw plump helmets. I have a use for him. Whens my turn?

Nah, too much effort. I'll just keep locking him up like before, then...

Oh, and Gwolfski, any preferences for re-dwarfing?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Gwolfski on April 06, 2016, 10:22:07 am

Mechanic, Do i have any relations of my previous dwarf?

Naah, pick a random bugger, Mechanic, Custom title Mad Engineer.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 06, 2016, 10:33:14 am

Will the Mech Intern do?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 06, 2016, 10:35:30 am

I'm going to update the fort to 42.06 on my turn

Opinions?

Quote from: Sacasco on April 06, 2016, 08:22:32 am

Spoiler (click to show/hide)

Back in my day we had proper forgotten beasts. None of this namby-pamby nonsense! I mean, I don't want a Supergoat or anything, but it would be quite nice to be "slayer of something-or-other" and have people actually impressed by it.

The First in the New Quote Bank!

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Imic on April 06, 2016, 11:19:20 am

Quote from: Gwolfski on April 06, 2016, 09:51:06 am

I have an objection to his death. Please wall him up in a room on a diet of water and raw plump helmets. I have a use for him. Whens my turn?

Make him a farmer and give him his own personal living quarters.

It's like astville all over again

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: **Iamblichos** on **April 06, 2016, 01:35:37 pm** 

Quote from: TheImmortalRyukan on April 06, 2016, 10:35:30 am

I'm going to update the fort to 42.06 on my turn

I vote in favor. Yes.

Opinions?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: TheFlame52 on April 06, 2016, 01:45:57 pm

I vote no. Updating will cause a lot of bugs.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: Drazoth on April 06, 2016, 02:02:34 pm

I vote that we give it a shot, unless there are known bugs that would kill the fort.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: Dark One on April 06, 2016, 02:35:21 pm

[OOC] Doomforests save is compatible with 42.06, checked it before. [/OOC]

#### In the spaceless void

Gogol meets with Dark One again. Strange nature of this realm makes everything infinite in size, up to paradoxical dimensions.

- The time has come... Gogol begins ominously.
- Let's begin now! with excitement Dark One starts to chant an eerie incantation.

#### **Back in Doomforests**

The Klan-Master was assigned to butchery work. He took a pig that queen yelled at just a minute ago and took an axe. Just as he wanted to cleave it's skull, striking in between it's eyes, the pig spoke:

- Stop mortal!
- What!? Dark Two was horrified, he couldn't butcher that pig.
- Behold my power!

The pig started to move it's convulted legs. Dimmension doors to hellish realms shot all across the room, dreadful souls of the damned tried to make their way to Doomforests and shred everyone to pieces, but they were stopped by pig's power. Pig shrieked out a sinister incantation and a stream of red energy striked Dark Two, easily passing his magic protective armor. This must be a really powerful pig, as it's magic got through soap protections.

- You will know what to do when the time comes! - the pig burns with chromatic flame, but it's not hurting it. A moment later it's just an ordinary, stinking swine.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: TheFlame52 on April 06, 2016, 02:39:31 pm

STOP, DEMON! DOOMFORESTS IS UNDER MY PROTECTION!

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: Sacasco on April 06, 2016, 03:14:08 pm

Spoiler (click to show/hide)

The Minotaur Roslast Sukxusmngostong Sodoruzod has come! A giant humanoid monster with the head of a bull. Whoo! Excitement!

My sincerest condolences to the family of Gwolfski. He will be missed much more than the Giant Gray Langur who was the other victim.

Spoiler (click to show/hide)

Imic! You're going the wrong way!

Well, many congratulations to Vabôk, who was the first to stop following Imic's leadership and actually attack the minotaur, stabbing its hand and knocking it unconscious with the first hit. She made quick work of it after that.

#### A vile force of darkness has arrived!

Please be interesting!

Too much to hope for, I guess.

Spoiler (click to show/hide)

Webs! I'm sure our brave soldiers will deal with it...

Hang on, that's the cavern I haven't yet sealed off. I guess I have no choice.

Everyone up! Soldiers to the caverns!

I regret to announce that the Wood Intern was in the caverns at the time of the attack and is probably being torn apart as we speak. His heroic sacrifice may allow others to escape.

Oh. My mistake. It seems that the Wood Intern is in an area inaccessible from where Osman is. As is the fortress entrance. Emergency over! Just a drill!

**Human merchants!** 

Spoiler (click to show/hide)

g: Move Goods to/from Depot Trader requested at depot b: Only broker may trade Edëm Ruthöshoslan, Chief Import/export Expert Clean Self Broker can access depot

Sounds like a good idea.

Frankensteen's resting in hospital, having (I think) been attacked by a tantrumming child.

Spoiler (click to show/hide)

Hang on, is that another hospital? Good grief.

Spoiler (click to show/hide)

er cancels Construct Building: Item blocking

The dwarves suspended the construction of Bed.

Sigh.

Spoiler (click to show/hide)

bon worm. It has thin wings of stretched skin and it has a bloated body.

I think that cavern's sealed... You know what? Pest control.

### AARGH!

It's all going horribly wrong! I've just noticed (OOC: 1.5 hours of almost continuous running later) that the cavern was not sealed, meaning that the tunnel I've just sent many of our soldiers into so that they can get to the forgotten beast is not where they need to be.

Planned path to forgotten beast:

Spoiler (click to show/hide)



Problem encountered by miner on way to clearing path to forgotten beast:

Spoiler (click to show/hide)



Well, the miner (Mate888) escaped unharmed, despite falling asleep within about twenty metres of the thing, rather that going to the burrow as I said!



Ah. Maybe not *unharmed*, but he'll *probably* recover...

Spoiler (click to show/hide)



You're meant to be fighting a forgotten beast, not climbing a tree!

Spoiler (click to show/hide)



OK, maybe Mate888 won't recover. Still, rather him than me.

Spoiler (click to show/hide)

```
left lower leg Unconscious
right foot
left foot
right eye
left eye
right ear
left ear
first finger,
first finger,
second finger,
second finger,
```

It's all fun and games 'til someone loses an eye.

I would cut my losses and seal it in at this point, but I'm not actually sure how to seal this cavern against a flier.

Aban Zursùlzas is dead. Mate the 888th is dead. Rovod Vabôkenkos is dead. Såkzul Stinthädnakas is dead.

Vabôk Olinidor, minotaur slayer, is dead.

Spoiler (click to show/hide)



Right. I'm retreating to here. Everyone who can get out of the caverns, do so. Let the swift not wait for the slow. A stand will be made here, which hopefully will allow the masons to sort out the building works. Scrap that, even that's not secure against fliers.



That should be easier. Now for the masons to get to work.

OOC: I know it's not as important as I'm making it sound, but I've not had much else happen, so I had to make something of it.

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheFlame52 on April 06, 2016, 03:59:22 pm

So what does the syndrome do? Has anyone been treated? Does it rot everything or just what's been exposed?

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Sacasco on April 06, 2016, 04:06:43 pm

Quote from: TheFlame52 on April 06, 2016, 03:59:22 pm

So what does the syndrome do? Has anyone been treated? Does it rot everything or just what's been exposed?

It seems to knock people out, turn everything yellow and then kill them. There may be intermediate stages, but I was distracted by forgotten beast.

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheFlame52 on April 06, 2016, 04:29:20 pm

I'm always here if the save needs saving.

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Iamblichos on April 06, 2016, 06:09:48 pm

Holy shit... Mate888 died. That was... a seriously old dwarf, in terms of this slaughterhouse.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 06, 2016, 06:11:20 pm

Quote from: Iamblichos on April 06, 2016, 06:09:48 pm

Holy shit... Mate888 died. That was... a seriously old dwarf, in terms of this slaughterhouse.

\*taps plays thought the fortress

### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Imic on April 06, 2016, 11:47:56 pm

Noooooooooo! Mate! That ruined some brilliant rping, i think.

Too bad about the smell.

Is this the end of the inquisition?

Or will he do some weird body swapping shenanigans?

Find out this amd more... Next time! On Doomforests!

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 08, 2016, 05:35:13 am

File uploaded here:

http://dffd.bay12games.com/file.php?id=11923

I played for one full year, but wasn't sure I could face any more, as it was running so slowly. Things got a little ... interesting towards the end. I'll submit a report shortly.

EDIT: Here's the full write-up:

Two more, Cerol Uzolazin and Adil Kobeloslan, have died in the retreat.

(OOC:

Spoiler (click to show/hide)

# Cerol Uzolazin, Axe Lord "Cerol Oilywatches" Unconscious left hand left foot right eve **left eye** right ear left ear

A little more information about the effects of the syndrome)

Spoiler (click to show/hide)

Store Item in Bin
Competent Speardwarf
Novice Shield User (Rusty)
Novice Armor User (Rusty)
Novice Discipline (Rusty)
Novice Observer (Rusty)
Novice Dodger (Rusty)
Adequate Clothier (Rusty)
Dabbling Persuader
Dabbling Negotiator
Dabbling Judge of Intent
There is a great hig worm thing

There is a great big worm thing blowing dust which makes people rot everywhere! Stop going into the caverns! Spoiler (click to show/hide)



It's been standing there since the last death. Maybe I'm panicking overmuch.

Well, the cavern is sealed. However, I think there might be a child down there. Ah, well.

<u>Spoiler</u> (click to show/hide)

Some migrants have arrived.

Yes, come in! Come in! Life expectancy: ~5 years.

Actually I'll draft them into the militia. ~1 year.

They've now brought Flame's Legacy back up to full strength. It also caused them both to take off all their clothes, which I'm sure made a strange first impression.

Spoiler (click to show/hide)

'Psycho III' Oltaruvel, Dwarven Child
"'Psycho III' Giltbear"
Stumbling obliviously!, &

If you just want attention it's not going to work!

Spoiler (click to show/hide)

Id Kikrostònul, Woodworker has been bitten by a cave spider!

SAFETY NOTICE TO ALL DWARVES:

- 1. Those cute spiders are not, repeat *not*, to be touched.
- 2. If you see a spider, kill it with a sock.
- 3. Being bitten by a spider decreases your worth as a productive member of society.

Spoiler (click to show/hide)

```
'Don Pedro' Avuzèrith, NOYB
"'Don Pedro' Minedlabor"
Stricken by melancholy..., &

No Job
Dabbling Armor User
Novice Thrower
Dabbling Discipline
Skilled Observer
Competent Fighter
Novice Archer
Adequate Wrestler (Rusty)
Novice Striker (Rusty)
Dabbling Kicker
Dabbling Dodger

c: Combat b: Labor m: Misc
```

Don Pedro has finally snapped. Thank Olnen. (OOC: Sorry Gwolfski...)

Dwarven traders! This year is nearly over!

Spoiler (click to show/hide)

g: Move Goods to/from Depot
t: Trade

r: Trader requested at depot
b: Only broker may trade

Broker:
Edëm Ruthöshoslan, Chief Import/export Expert
Attend Party
Broker can access depot

And so the cycle repeats...

Spoiler (click to show/hide)

The Werecamel Palara Cenopudewe has come! A large camel twisted into humanoid form. It is crazed for blood and flesh. Its eyes glow violet. Its raw umber hair is very curly. Now you will know why you fear the night.

New werebeast!

I'll just let it bite a few people and leave the next overseer to deal with it...

Well, I did send the whole militia after it, but I have some unfortunate announcements to make.

Miss Taupe, The Good Doctor, was killed by the werecamel. She ran forth bravely from the gates to take on this new incarnation of an old foe, and in doing so gave time for the militia to arrive. Even with her death, she did everything she could to save lives. The Good Doctor was a long-standing and respected member of the fort. She survived cheerfully through thick and thin, helping her fellow dwarf without ever having to be asked. Our prayers go out to her friends and family. We are all diminished by her loss.

Etur Asobnin and Edëm Ruthöshoslan have been bitten by the werebeast, and both are also severely injured. I will lock them in the hospital they choose to rest in. My sincerest regrets to their families, but I'm afraid they are now a danger to everyone they ever knew. That danger has to be dealt with and this is the only way I know.

(OOC: and the next overseer is able to train an unstoppable army of werecamels, Silentthunders-style. I recommend the Super Happy Team, personally)

Spoiler (click to show/hide)

The dwarves of The Hall of Mortality are now expert giant gray langur trainers.

Now that's something important! My department has actually achieved something in Doomforests! If nothing else, let this be our legacy. We were the only dwarves in the whole Hall of Mortality to look at Giant Gray Langurs and see anything other than bloodthirsty beasts! We saw a species with a great future ahead of it, if we could only harness it. And we have done that!

(OOC: In case you weren't aware, as most of you probably weren't, Id Dolushletmos is an animal trainer)



And the two werecamels are sealed in the hospital, with 15 days to spare before the next blood moon. I just hope I haven't missed any.

And this terrible year finally comes to an end. Thank Olnen.

#### 000

The main hospital has been converted into a werebeast storage room. I looked through the combat logs and didn't see any other bites, but keep a close watch on the outpost liaison. They were injured and I didn't see how, so that may be a bite.

All three caverns are sealed off. The worm-thing forgotten beast seems disinclined to move, and hasn't done anything to kill the child I think is still wandering around down there. Still, it will kill anything which gets too close.

Oh, I forgot to re-dwarf Gwolfski, and haven't had time to for Taupe or Mate888. There are still a good few Mate8XXs running around, though.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Drazoth on April 08, 2016, 09:19:54 am

I was staring to wonder when this fort was going to go mad again. Just wait for next turn, Snustok 3, SuperGoat 2, and other sequels to the many menaces this fort has known.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheImmortalRyukan on April 10, 2016, 07:47:31 am

K, well I'm going for my turn...

Pray fer me poor soul

Also we page 2ed there for a moment guys

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Dark One on April 10, 2016, 12:56:12 pm

#### **Nearby Steelgolds**

Two cloaked wanderers met up together in a small forest...

- Just in time, Dark One!
- What is it this time, Gogol? Dark One seems irritated with this meeting.
- Forgotten ones, werecamels... was it a part of the plan?
- It's just to make things more interesting we'll see how new overseer deals with these troubles, and more of them incoming in future...
- What about the Klan-Master?
- Just a matter of time... He'll be ready soon...
- Sometimes I have a feeling that you're trying to fool me, to make a part of your greater plan...
- You'd be a fool thinking this way. You know that cooperating we can both profit greatly... Don't worry Gogol, *it's just a part of the plan*...

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheImmortalRyukan on April 12, 2016, 06:24:56 am

Guys, I can't finish. I'm just going to say it now before I make you all wait two weeks. I am about to get slammed with RL issues (exams) among other things. I'll still be keeper of the thread, but I couldn't possibly finish a turn, not yet.

Soooo... Gwolfski, you're up.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Gwolfski on April 16, 2016, 02:36:15 pm

WTF is happening to my posts to this topic?

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Drazoth on April 16, 2016, 03:22:18 pm

You've been posting? The connection might be dropping just as it's submitting, or something stupid like that

### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Gwolfski on April 19, 2016, 04:42:04 pm

Heh... heh.... I've got an *idea*!!! To the mines! The outcome has a high chance of solving our fps problems, though that is so far from the desired effect it might reach the other end of the spectrum and loop back!

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Imic on April 20, 2016, 04:11:12 am

Deep beneath Doomforests, in a secret chamber...

Gadrok stood back, and took a look at his glorious creation. It was a perfect triangle, of solid steel, with a perfect circle of suspended liquid soap in the middle. Perfect interdimensional travel. None of this choppy stuff, unpredictable rubbish, but good, real travel. Imic and Gordak came in, followed by Irkran. You finished it? Yes. Yes, i did.

'Well then, let's have a party!' Said Imic.

'I'll call the Prime Minister and his secratary.'

'Why?'

'Come on, he'd love it!'

'Hmmm... Fine.'

'And we managed all this by actually locking doors.'

'Hang on, we didn't lock it when we left!'

The shadows by the door were deeper then they should have been.

'Oh no!'

'Attack!'

The order of the black arrow charged inside, with the element of surprise. Gardrog jr. And Goken came in to the room from where they had been sleeping. The black arrows had a sort of elegance, hidden by their shadowy magic. The paladin's magic was used mainly for healing and shattering undead.

Imic swung his hammer, and Ryukan dodged. A knife flew past his ear, and hit the portal controls. Ryukan swung a knife of his own, and cut Imic in his shoulder. One of the ninjas came down and swung. Imic was on the floor, bleeding in three different places. Gadrok came to heal him, with Gordak defending them. Black Iron arrows, that seemed to suck the light out of the room, began to fly. one of them hit the portal controls. Imic, back on his feet, swung at Ryukan, who flipped over the hammer and swung a knife that narrowly missed Imic's ear. Imic kicked an acolyte in the stomach, who fell on the floor, unconscious. Ryukan flipped over Imic and swung at his face. Imic suddenly realised that if he left this alive, he would have that scar forever. All of a sudden, prime minister Smunstu and his secretary appeared in the doorway.

' I'm goin- What in the name of skeletal carp is going on here?'

Everyone stopped. Unfortunately, this meant that Ryukan let go of his knife, which flew towards the controls.. Of the portal. The portal opened. It was incredibly unstable, and all of a sudden, they were looking at every possible universe in existence, through the badly damaged portal. The acolyte who had been kicked onto the floor rose up in front of the portal, and started to scream:

'I CAN SEE IT ALL!'

'I AM A GO- AAAAAAAAARGH!!!!!!!

Suddenly, the images came into focus. They saw taupe's death, they saw Osp, they saw Drazoth the third, who turned to them for a second, before being replaced by dark two, and they saw dark one. They saw the inches of torment, legions of goblins, they saw alien lizard people, and they saw Datetattoed. Then the acolyte started screaming again. 'ARRRRRRRRRGGGGGHH...'

Then his head exploded.

The portal collapsed, and the order of the black arrow and the Doomforest paladins lay there, staring in horror at the things they had

Eventually, prime minister Smunstu broke the silence.

'Get that thing open.'

'Prime minister, I-'

'NOW!'

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Sacasco on April 20, 2016, 09:28:02 am

Quote from: Gwolfski on April 19, 2016, 04:42:04 pm

Heh... I've got an idea!!! To the mines! The outcome has a high chance of solving our fps problems, though that is so far from the desired effect it might reach the other end of the spectrum and loop back!

Post posted:Check

Things happening! This is exciting! Should we expect a more extensive write-up?

Also, oh dear...

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheImmortalRyukan on April 20, 2016, 11:00:30 am

### Events of 11th Obsidian, Year: Unknown

Ryukan had just arrives from his work at Constructivory, when he was met by Airith and a troop of Truthbearers.

"What is this Airith?" Ryukan calmly asked.

"The Paladins have built a portal! I was heading there now, if you wish to lead the attack now that you are back, take the lead." Airith replied.

"Very Well, come."

The small army of black robes flew over the floor with surprising little sound. If anyone saw, they would not even realize what is was. After running to the lower levels of the fortress, they were met by a fully functioning portal.

"Attack!" Ryukan shouted, and the Order leaped into battle. Ryukan engaged Imic personally, After barely a minute of fighting, Prime Minister Smunstu appeared and distracted Ryukan from his killing blow, his throwing knife missing Imic and hitting what appeared to be the control panel of the portal. Ryukan was glad that the portal was now non-operational, but joy turned to terror as he saw that Zasit, one of his two acolytes was near the portal, which had started to emit a strange light.

"Zasit, MOVE!" Ryukan screamed, but too little too late. As Zasit turned to run, a beam of light caught him and his eyes were turned from a deep blue to that of pure light. Through them Ryukan saw things that had happened, things that are happening, and things that have yet to pass.

### "I Am A GO- AARRRRRGGGHHHH!!!"

At that Zesit's head imploded and exploded at the same instant. The portal stopped and sat there fizzling and smoking. All who were in the room sat in a stunned silence.

After this event, Ryukan would learn that everyone saw different things, things that pertained to them. But right then, all he could do is sit there in silence. When Smunstu started giving commands, Ryukan didn't hear them. He lay there, sitting up just staring at the body of one his closest friends.

Even when Airith began to tug him and urge him to move, Ryukan sat there, still, unmoving. As he was bore away by the Truthbearers, Ryukan's thoughts turned to what he saw.

He saw his Death.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Imic on April 20, 2016, 11:20:03 am

You described that so much better then i did. Well done. That terrified me.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Gwolfski on April 20, 2016, 12:37:36 pm

t by. Gwonski on April 20, 2016, 12:37:36 piii

The Engineer, Gwolfski, runs in to the site of the portal.

"What d'ya think yarr doin'? Tryin' to weaken the verry structure of the forrtrress at a time like this? Arre ya mad? You will arrise Those-Who-We-May-Not-Name! Arrmok's bearrd! I'll have ye sentenced to gaol! Now tidy up! I don' carre wha' the Ministerr's sayin'! No more porrtals, not untill the Grreat Experrimejnt's done! D'ya hearr me?!"

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Dark One on April 20, 2016, 02:04:52 pm

#### In the caverns beneath Doomforests

- \*Two reachers jumped out of cavernous lake and landed on a small island in the back side of it. They started to grumble and screach in an ominous and bizzare language. Their speech was so otherwordly that no living nor undead creature, human, elf or dwarf could understand it.\*
- So our powers have finally reached for Doomforests' underground... Gogol says with excitement.
- It's only a matter of time until we'll reach Doomforests' energy veins. Dark One somehow seems unmoved with this. For him, it's just a part of a *plan*.
- Now for the last step... Gogol stops and looks into one spot of the cavern. He smiled widely as he sensed energies coming out of one of the chambers, then said Looks like you were right Dark One. They really try!

Dark One gathers a small portion of energy and sends it towards the portal in an unvisible beam of prime energy, sending a vision of cataclysm and dark days ahead... also blowing up someone's head. Gogol seemed delighted by the chaos that ensued after cultists attacked paladins, and Dark One's move made it all better for him.

- Let's leave these mortal vessels, our *common friend* seems to be watching us in confusion... Gogol says pointing directly at a dwarf hiding in darkness.
- Let's move then...
- \*Reachers jump back into water, disappearing in the dim depths of lake.\*

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Gwolfski** on **April 20, 2016, 03:12:11 pm** 

"I can sense it! This will go bad! As of now, magic is hereby to be perrforrmed in sealed arreas! No buts!"

#### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Imic on April 21, 2016, 04:14:47 am

Deep beneath p Doomforests, in the portal room...

'What was that, anyway?

Gwolfski had just ordered everyone to stop working on the portal until his secret project was completed. The paladins were having a snack. Imic repeated himself.

'What was that, anyway?'

Gadrok answered finally:

'Some kind of... Divine intervention. Some kind of powerful magic meeting the portal's energy... At the same time, however, it couldn't have been any mortal being. Only Armok himself could have broken into such power as was running through that portal. Maybe... He's trying to tell us something...'

'It wasn't just him, was it though?'

'No... Something... messed with the signal. Diverted the power. That sort of thing...'

'On unrelated terms, has anyone seen Dark Two lately? I owe him a litre of strawberry wine...'

'I'm... Not... Sure...

'Those cultists of the black arrow sure are quiet lately.'

'They're going over what they saw last night, too busy looking terrified to do anything.'

'Those goblins.. So many...'

'It wasn't real'

'It looked real enough.'

'People!'

Gordak ran into the room

'The portal is activating!'
'WHAT!!!'

They ran into the chamber 'Everyone get out!'

Once everyone was out, they ran for the bunker, but it was too late for the paladins.

Once everyone was 'Get down!'

A flash of lightning flew out from the portal, and suddenly there were strange letters all over the portal's gate. They seemed to form letters.

'Take them down!'

Gadrok obliged.

Then, Suddenly, the portal fell down, looking even more damaged then ever before.

'Do we know anyone good with codes?'

' heard that Drazoth III was good with codes...'

'Give it to him.'

Gadrok left to find Drazoth III.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 21, 2016, 06:49:55 am

The Order of the Black Arrow is not a cult. Cult implies following blindly behind some one impersonating some one famous (usually a god). The Order worships no one, we serve Power in Power's name. We strive for domination.

Also, as of this day 21 Obsidian, Ryukan has been temporarily replaced as head of the Order by acolyte Airith, due to a severe case of mental duress.

Thank you

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: Imic on April 21, 2016, 07:29:20 am

Quote from: TheImmortalRyukan on April 21, 2016, 06:49:55 am

#### Public Service Announcement

The Order of the Black Arrow is not a cult. Cult implies following blindly behind some one impersonating some one famous (usually a god). The Order worships no one, we serve Power in Power's name. We strive for domination.

Also, as of this day 21 Obsidian, Ryukan has been temporarily replaced as head of the Order by acolyte Airith, due to a severe case of mental duress.

Thank you

Sorry.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)
Post by: Drazoth on April 21, 2016, 10:25:46 am

D3 was getting annoyed. So far his searches hadn't turned up any realistic threats to the fortress. As he wandered through the ruined corridors of an abandoned fort, he felt a twinge in the back of his neck. It was then followed by a surge of energy as a thunderous sound came from behind. Slowly, he turned and looked at the source. Behind him was a massive, and rather unstable looking portal. Through it he could see the ones whom he had stolen the plans from, some others who had been fighting, and most curiously, the Glorious Prime Minister Smunstu. Then, as quickly as it had appeared, it was gone.

'Strange, I'll have to pass word to Kronk and Hans when I return' He thought. Remebering then that he hadn't even learned the name of these ruins, he looked at several of the engravings on the walls. 'BoatMurdered... sounds like an appropriate name for a place like this.' He then continued through the ruins, hoping to find the source of this once great fort's demise.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Hans Keip on April 21, 2016, 10:52:27 am

It did not take long for Gadrok to arrive at Drazoth's office however the only dwarf he found there was Hans.

"Hello," Hans said as Gadrok entered, "I'm afraid that Drazoth III is currently indisposed. I can take a message though and let him know as soon as he arrives."

"Um, sure," Gadrok replied uneasily, "I'm supposed to give him this. It's some sort of code."

Hans took the page and studied it for a moment, "I'm sure we'll have this decoded shortly. Thank you."

Gadrok then left quickly, glad to be away from Hans.

"I must find some way around that," Hans said to himself, "I still seem to unnerve a lot of beings I'm near."

Hans then turned back to the list of portal destinations and scoured through for the one he had noticed earlier. Upon finding it he quickly expunged all the data relating to it.

"It is for the best that they not interfere there," he said, "Now to find all the other copies."

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheImmortalRyukan on April 21, 2016, 11:03:38 am

(OOC: Gwolfski, hurry up!)

### Journal of Airith, Temporary Head of The Order of the Black Arrow

Well, that happened. I had just received word from a source that Imic and those paladins (they think we are their nemesis, so adorable) had finished a portal. After I scrounged up as many Truthbearers as I could, I made haste to the lowest parts of the fortress. As we passed the secret gate (which may or may not exist on the east side of the fortress...) Ryukan entered, he must have finished his time at Constructivory early) and asked what I was doing with a virtual army of Truthbearers. I informed him of the situation and he took immediate command of the raid and we continued our decent.

As we rounded the last corner their was a bright flash and we beheld a fully functioning portal. Ryukan gave the order to attack and all hell broke loose. Ryukan took on Imic personally and I found the Paladin's second-in-command, Gadrok, and I engaged him. He turned out to be masterful with a hammer... Even as Ryukan nearly killed Imic effortlessly, I had to use every trick up my sleeve to keep my head intact on my shoulders. But it wasn't enough, I slipped in my defense and Gadrok took the opportunity to knock me on the floor. All I could do was close my eyes and wait for my doom. Then I heard Ryukan shout for my partner, Zasit, to move. Then a loud explosion. I opened my eyes and turned to look at my partner for my entire life, my brother really, his eyes were pure white, and as I looked into them I saw something that I will never forget;

The destruction of Doomforest, through means that I will not dare to write on paper.

After that, Zasit claimed himself a god, and then... he just... I can't. I'm sorry, it's too painful. After a moment of silence, I noticed that Smunstu was here giving orders, I realized that if we stayed here, we would run the risk of exposing our true strength, even if this was just a small percentage. I looked and saw our fearless leader on the ground frozen with a look of pure terror on his face. I got up and ran over to him trying to tell him that we had to leave. We didn't even respond, he just sat there. I ordered two Truthbearers to take him to the Sanctum.

When we arrived, I ordered Ryukan to be placed in his room. Even now, two days after the event, he still lays there, not taking food or water and I'm sure he does not even sleep, he just sits there. Not living, he just... is right now. I, with the approval of the council, took temporary command of the Order.

I now sit in my- his office, looking at the copy of the portal that we stole some time ago. As the night wears on, I sit here just thinking, this portal will be the fall of us, this fortress, this world, and the many now connected to it because of Imic's mad schemes.

This portal means death. No, this portal is death. I have seen it. I just don't know when.

## In Some Far Dimension, Where Time Does Not Reign

Ryukan was drifting in and out of this space. He had been here before, when he received his title of Head of the Order. He knew his body was back in Doomforest, slowly dying of starvation and dehydration. He would have to hurry up and find what he looked for here. He drifted through this space, nothing but black. At times, he thought he wasn't even moving, but he had been here before and knew that it was just an illusion. Before much longer he spotted a stone structure floating in the expanse. This was his goal. The birthplace of the Order, The Void Temple.

As Ryukan entered the huge gateway, we walked great distances to a set of familiar doors. He stopped, took a deep breath and walked in (knocking would be meaningless in this place).

As he entered, he spoke, a sound that was like a scream in this infinitely dark and silent place.

"I have come my Master" Ryukan said as he knelt before a pedestal, on which was statue of an unknown substance. The statue was in the likeliness of an Elven Goddess. But Ryukan knew better, this being took on the shape of anything it deemed, right now a Dark Elf, and held enough power to rival that of Armok's.

After minutes, Ryukan thought that his words were lost on the stone. But then the stone began to crack and fall off, revealing a figure of pure beauty. Skin as white as (sorry for the pun) snow, and hair as purple as royal robes. The figure wore a dress of silk that was every color and no color all at once.

"I hear you my most faithful student" It spoke with a voice of that like many speaking at once.

"My master, we are in trouble" Ryukan spoke fervently.

"What can trouble you Ryukan? You who stole the Palantir of Annuminas, the Triforce of Hyrule, the Four Crowns of Cair Paravel; You who defeated the Armies of Gondor, King's Landing, Tamriel, and Hyrule in the same day. Tell me o servant, what is it you are afraid of?" The Being replied.

"My Death"

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Gwolfski on April 21, 2016, 11:14:09 am

Heh. Remeber that plan? Well, yeah.....

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 21, 2016, 11:43:39 am

Quote from: Gwolfski on April 21, 2016, 11:14:09 am

Heh. Remeber that plan? Well, yeah.....

Did it go a little how we expected it to go? More importantly, has the framerate improved?

Seriously, though, Flame will be disappointed if you didn't use any of their hard work...

### Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Gwolfski on April 21, 2016, 12:29:05 pm

I think the framerate is on the way of improvement, while our population might suffer a steep decline. Depends on the haulers.

Ahbem, ic folows

The plan is going great! We have already located our structure of interest! Through the use of road-dar we have pinpointed the barrier. Kronk, set up the levers. Everyone shall watch!

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheFlame52 on April 21, 2016, 02:21:13 pm

Quote from: Sacasco on April 21, 2016, 11:43:39 am

Quote from: Gwolfski on April 21, 2016, 11:14:09 am

Heh. Remeber that plan? Well, yeah.....

Did it go a little how we expected it to go? More importantly, has the framerate improved?

Seriously, though, Flame will be disappointed if you didn't use any of their hard work...

Wait, what hard work? I've done a lot, which thing specifically? Improved framerate?

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Sacasco on April 21, 2016, 04:25:49 pm

Quote from: TheFlame52 on April 21, 2016, 02:21:13 pm

Quote from: Sacasco on April 21, 2016, 11:43:39 am

Quote from: Gwolfski on April 21, 2016, 11:14:09 am

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Wait, what hard work? I've done a lot, which thing specifically? Improved framerate?

I was thinking specifically of the Dwarven Chessboard. Please tell me if I've completely misunderstood Gwolfski's vague hints.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheFlame52 on April 21, 2016, 05:32:25 pm

Oh yeah, that's a thing I did. Did I unseal the intakes before passing on my turn? I forget.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Gwolfski on April 22, 2016, 10:08:07 am

I am working on write up . Ready by Saturday or Sunday.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Gwolfski** on **April 23, 2016, 09:45:03 am** 

Cancel my turn. I don't have time. sorry.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Sacasco on April 23, 2016, 10:26:42 am

Quote from: Gwolfski on April 22, 2016, 10:08:07 am

I am working on write up . Ready by Saturday or Sunday.

Do you mean by that that you've finished playing? Because if so, we should probably contact Sanctume, and if you could upload it that would be a great help.

Just the inter-turn period can go on quite a while if we let it...

FDIT:

Sorry, didn't see your later post. Shall I contact Sanctume?

FURTHER EDIT:

If you've got... anywhere, really, could you upload where you've reached? Just because any movement forwards must be accounted progress at this point.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Taupe** on **April 23, 2016, 02:01:42 pm** 

Disclaimer, Sanctume is currently running the Battlefailed sequel.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Gwolfski** on **April 23, 2016, 02:29:30 pm** 

Is 2 months of progress.... where the f is my save? I guess dfhack wasnt lying when it said saves can break (I use dfhack for twbt plugin and quicksave)

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Sacasco** on **April 23, 2016, 04:37:46 pm** 

Your turn, then, Taupe! Enjoy! I vote we allow Sanctume to take a turn if they want immediately afterwards. Gwolfski, if that save is working, I think that would be good. Two months is still a lot of time, or at least was for me.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 23, 2016, 04:59:04 pm

I thought I was in charge...

But yeah, your next. Im just excited we had at least ONE update

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Taupe on April 23, 2016, 06:06:28 pm

Altho I'm on the list, and follow the threads, it's worth mentionning that Im currently without electricity, a computer or a room.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Gwolfski on April 24, 2016, 03:37:34 am

Quote from: Sacasco on April 23, 2016, 04:37:46 pm

Your turn, then, Taupe! Enjoy! I vote we allow Sanctume to take a turn if they want immediately afterwards. Gwolfski, if that save is working, I think that would be good. Two months is still a lot of time, or at least was for me.

For some reason, no progress saved.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Imic on April 27, 2016, 03:16:31 am

Hi people, I- ooooooooooh! Dragon age: origins! I'll be back in three years or so...

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Drazoth on April 27, 2016, 03:21:38 pm

Quote from: Taupe on April 23, 2016, 06:06:28 pm

Altho I'm on the list, and follow the threads, it's worth mentionning that Im currently without electricity, a computer or a room.

Sorry to hear that. Do you think you'd be able to have access to those things sometime in the near future, or should we skip you? If so, that means the turn passes to (checks turn list) me?

.....

[Maniacal Laughter Intensifies]

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Taupe** on **April 27, 2016, 05:34:43 pm** 

Quote from: Drazoth on April 27, 2016, 03:21:38 pm

Quote from: Taupe on April 23, 2016, 06:06:28 pm

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Sorry to hear that. Do you think you'd be able to have access to those things sometime in the near future, or should we skip you? If so, that means the turn passes to (checks turn list) me?

,

[Maniacal Laughter Intensifies]

Skip me. Once ai finally get acces to basic commodities my focus probably wont be DF.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Drazoth on April 27, 2016, 07:29:54 pm

Quote from: Drazoth on April 27, 2016, 03:21:38 pm

[Maniacal Laughter Intensifies]

Maniacal Laughter Intensifies

I'll download the save tonight. Let's see what fresh horrors arrive arrived since my last turn.

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheImmortalRyukan on April 27, 2016, 08:22:11 pm

by: The initiality and it April 27, 2010, 00122111

Quote from: Drazoth on April 27, 2016, 07:29:54 pm

Quote from: Drazoth on April 27, 2016, 03:21:38 pm

[Maniacal Laughter Intensifies]

Maniacal Laughter Intensifies

I'll download the save tonight. Let's see what fresh horrors arrive arrived since my last turn.

... ... ...

Make peace with whatever ills you have, I doubt you will get another chance...

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Drazoth on April 27, 2016, 11:41:31 pm

D3 emerged from the portal, back into his office. Hans was standing at the desk, looking somewhat nervous. He handed D3 an envelope.

"It's from the paladins. They can't decode it, and figured that you might be able to."

"All right, I need a break from this portal business anyway." He sits down at the desk, and takes a swig of rum. "There's something else isn't there Hans?"

"Yes sir. There's been another time reversion. Things have reset to just before Gwolfski's reign, and you are apparently overseer now. However, everyone in the fort has memories of Gwolfski's reign, and have noticed the time reversion. People are getting very anxious, and will look to you for answers."

"That isn't good. I fear that the end draws near for DoomForests....."

OOC: I have the save. And D3 isn't the only one who fears that the end is nigh for this fort. I personally think that it's getting to the point where this fort must be brought to an end lest the bad fps and the turns that get abandoned because of it cause the fort to die of stagnation. I would much rather see the fort die in firey blaze of violence and madness befitting it's name. Trust me when I say that I've enjoyed this fort immensely. and as one of the first to join, this fort almost feels like a child to me. A violent, twisted, demented child that I love completely, for it is a reflection of my madness, and the madness of all of us who have come together to create this thing.

My idea is simple. I will create several disasters waiting to happen, all held back by one thing. A lever. A simple lever. This lever, the Apocalypse lever, would be placed somewhere it could not be mistaken for anything else, such as the top of one of the brass towers. When (ideally) Kronk is sent to pull the lever, all hell (and other things) breaks loose, and if the fort survives, it likely won't survive the resulting tantrum spiral. Thus, once we feel the time has come, it will be simple to usher the end days of the fort. I won't pull the lever this myself this turn, unless the majority of people wish me to do so. I shall begin playing tomorrow, for it is late now. If anyone has anything they want to say, feel free to do so.

Sincerely, Drazoth

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Gwolfski on April 28, 2016, 01:07:15 am

Redorf me as mechanic, minister of engineering, my spirit must have left its new, secomd host.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Imic on April 28, 2016, 01:49:22 am

Quote from: Drazoth on April 27, 2016, 11:41:31 pm

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"It's from the paladins. They can't decode it, and figured that you might be able to."

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Sincerely, Drazoth

\*turns away from Xbox\*

Let me have my turn first. Then kill it.

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: TheImmortalRyukan on April 28, 2016, 06:29:59 am

Uhhgggg... I'll start booting up a sequel

# Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: Drazoth on April 28, 2016, 10:24:44 am

Quote from: Imic on April 28, 2016, 01:49:22 am

\*turns away from Xbox\*
Let me have my turn first. Then kill it.

I won't kill it yet then.

Quote from: TheImmortalRyukan on April 28, 2016, 06:29:59 am

Uhhgggg... I'll start booting up a sequel

I can take care of the sequel when the time comes. I've already got a name and everything!

Quote from: Gwolfski on April 28, 2016, 01:07:15 am

Redorf me as mechanic, minister of engineering, my spirit must have left its new, secomd host.

Done. I'll post an image when i do the write up.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Dark One on April 28, 2016, 01:07:28 pm

#### **In Forests of Doom**

- \*Two keas fly high up in the sky and then land on a tall tree, staring at entrance of Doomforests. They screech in unusual manner, as if an ominous forces filled them both\*
- Time reverse worked, now conspiracy is ruling. Dark One screeches out.
- Dwarves already grow anxious of the unknown... Is the Klan-Master ready? Gogol re-screeches.
- Ready and willing...
- Perfect! Shall we begin? As Gogol asks, dark thunder clouds gather above them. Sky is emanating with eerie red glow.
- \*Keas screech in an eldritch dialect\*
- -As the winds grow strong...
- and the blood gets tainted.
- Conspiracy makes it wrong...
- and his thirst gets sated.
- When the skies turn ablaze...
- and the rock cries.
- It's only the first phase...
- and Doomforests slowly dies.
- Then comes the Armok's rage...
- feared by omniscient sage.
- With beginning of the dark age...
- Scribe of destiny finishes the page.
- COR'SHAEL`A ETH XIORALE!!!
- \*The keas fly away, leaving a taint upon the forests.\*

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Taupe** on **April 28, 2016, 01:34:40 pm** 

"You wont survive the resulting tantrum spiral"

That's a challenge if i ever saw one.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: Gwolfski on April 28, 2016, 01:43:57 pm

The one fort i didnt build an emergency bunker...

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

t by: TheFlame52 on April 28, 2016, 01:47:12 pm

I think you underestimate the sheer inertia Doomforest has. You think a tantrum spiral will kill even half the fort?

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: **Drazoth** on **April 28, 2016, 02:00:19 pm** 

Quote from: Taupe on April 28, 2016, 01:34:40 pm

"You wont survive the resulting tantrum spiral"

That's a challenge if i ever saw one.

Have fun with it.

Quote from: TheFlame52 on April 28, 2016, 01:47:12 pm

I think you underestimate the sheer *inertia* Doomforest has. You think a tantrum spiral will kill even half the fort?

No tantrum spiral alone can kill this fort yes. But one that comes after half the fort as been fire-fucked by demons while the fort floods with magma, might just prove lethal.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: TheImmortalRyukan on April 28, 2016, 02:15:47 pm

I already genned the world, so I'll post possible embarks WHEN the fort finally meets its doom... Again

\*Please ignore Ryukan and company hurrying out of the fortress via their own portal\*

## Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!)

Post by: PsychoAngel on April 28, 2016, 05:31:16 pm

Looks like Psycho III's story will never be told. Oh well. Will be happy to join the sequel!

Just you wait, my soap is going to accidentally save us all once again!

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on April 28, 2016, 09:09:56 pm

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Gwolfski on April 29, 2016, 02:46:24 am

There, changed the title, appropriate enough I think

I'll have a chance to have fun!

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: TheFlame52 on April 29, 2016, 02:03:58 pm

Can I at least take my turn first?

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Imic on April 30, 2016, 03:03:50 pm

Quote from: TheFlame52 on April 29, 2016, 02:03:58 pm

Can I at least take my turn first?

I'm the last person on the turn list. I'll pull the lever.

And surround it with a great big heap of roleplaying. There will be pictures. Full of blood and gore.

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: TheFlame52 on April 30, 2016, 06:26:07 pm

Gotcha.

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Drazoth on May 01, 2016, 09:51:07 am

OOC: expect a write up sometime tomorrow. This post is just some rp to tide you all over.

D3 was nervous. Of all times for him to become overseer, it had to be now. Though perhaps some good could from this. He finally arrived in the Old DoomForests dining hall. Inside was the majority of the fort's population. A quick scan of the faces in the crowd told him that they were afraid. He stood atop one of the tables and motioned for silence. After a few moments the crowd stop murmuring and looked to their new overseer.

"People of DoomForests, I know you're worried about the recent temporal anomaly. I understand your fears. However, I must remind you that this is not the first time we have come under threat from mystical forces from outside of our home. And this is not the first that we will triumph over them! I have reason to believe the Dark Ones behind this are the same ones that were behind that necro cult we had years back, and we know how that ended. It selfdestructed from in fighting. If these evil gods can't keep a dozen or so of their minions from turning on each other, what hope have they of actually destroying us?". D3 paused for a moment while the crowd applauded. "With the many strong defenders we have, such as the Order of the Ale, Armok's most Holy Inquisition, amongst others, we can weather any storm our foes throw at us. I shall be working with these groups as much as possible to defeat these petty assholes. I will be sending out orders shortly. Stay strong my friends!". With that D3 gets off the table and headed back to his office. 'Now let's hope I can make good on those promises.....'

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: mate888 on May 01, 2016, 10:58:16 am

IT YET LIVES?

Speaking of things that refuse to die, do I or any of the other Mates still live?

Oh, yeah, right, the Inquisition.

Name: Dwarven Inquisition/Holy Inquisition/Armok's Church/Those fucking zealots who keep burning my crundles

Alignment: Lawful nutjob

Leader: His Holiness, Royal Hammerer, Crundleslayer Mate the 892nd (I think that's the designated heir?)

Initially created to kick the vampires out of Doomforests, this organization settled itself up as the fort's majoritary religion. Loyal to the crown, this sect prides itself on the numerous instances of vampire and crundle genocide that took place during their rules.

...Although nowdays they mostly make money by engraving walls, as they in fact have more influence in the engravers of the fort than in the evil cultists that roam around in it.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on May 01, 2016, 11:59:07 am

I'm like 90 percent certain you died last turn mate. There should be some of your heirs kicking around. I'll post which ones once I get home from work.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: mate888 on May 01, 2016, 12:53:52 pm

Quote from: Drazoth on May 01, 2016, 11:59:07 am

I'm like 90 percent certain you died last turn mate. There should be some of your heirs kicking around. I'll post which ones once I get home from work.

Oh, allright. I'm still reading Sarasco's turn. I hope I died the proper Dwarven way.

That is, screaming in a mix of agony, fear and drunken rage.

Title: Re: The Telling of Doomforest: A History of Cults and Soap (ACTUAL UPDATES!!!) Post by: mate888 on May 01, 2016, 01:08:13 pm

Quote from: Imic on April 06, 2016, 11:47:56 pm

Nooooooooooo! Mate! That ruined some brilliant rping, i think.

Too bad about the smell.

Is this the end of the inquisition?

Or will he do some weird body swapping shenanigans? Find out this amd more... Next time! On Doomforests!

Oh, don't worry. I named a lot of Mate's relatives as "Mate the 89somethingth" during my three playthroughs. I'm pretty sure at least one fo my heirs will take over as Head Inquisitor/Hammerer.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: mate888 on May 01, 2016, 02:02:03 pm



Engraved on the wall is a badly made image of Mate 888th and the Tiger Beetle FB. The beetle is striking a menacing pose. The High Inquisitor is rethinking his life choices. The image reletes to the killing of Mate the 888th by a giant beetle monster in Doomforests. Mate the 888th is dead.

He died as a hero, as a Dwarf. As the beasts from Hell approached in, he felt no fear, as his faith in Armok gave him strenght. Even after one of his eyes was gouged out by the monster, he fought on, striking the beast with his mighty adamantine hammer. But alas, strenght alone can't defeat a demon. He did some major injuries on the thing, but he was eventually taken down, and his soul ascended to Armok's Halls where he--

Who the fuck am I kidding. Uncle Mate drunkenly dug a tunnel when the giant bug found him. Even if he took a swing at the thing, he probably missed because of the sheer amount of alcohol on his blood and because, well, you can't aim when you lost your eyes. He probably died like most dwarves do: screaming in terror and drunken rage, his adamantine hammer resting peacefully on his office. But the people should not know that. It's better if they see him as a hero, not an unlucky drunkard. To keep their faith strong, now that I have to succeed him.

At least Armok will grant me His favor, and that's all I need to survive.

I am Mate the 892nd. Royal Hammerer of the Hall of Mortality, Head Engraver of Doomforests, High Inquisitor of the Church of Blood. Blessed be the Church! Glory to the Queen! Glory to Armok! Glory to Dwarfkind!

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 01, 2016, 03:21:01 pm

I thought the Inquisition was dead...

I think its a little late to put up an official cult...

Feel free to register in the new fortress, whose name I will put up a vote (any ideas?)

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: mate888 on May 01, 2016, 03:24:08 pm

Quote from: TheImmortalRyukan on May 01, 2016, 03:21:01 pm

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Why was it dead? Its leader just recently died, but that doesn't really mean it's dead does it?

Also, what new fortress? I skipped a couple of posts but I don't think that the fort was entirely killed off in that short amount of time, right? Right!?

Or is it another sub-fort like Astville?

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 01, 2016, 03:39:22 pm

Quote from: mate888 on May 01, 2016, 03:24:08 pm

Quote from: TheImmortalRyukan on May 01, 2016, 03:21:01 pm

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Of 15 it afformer sub-fort like Astville:

We are planning the downfall of the fort, retiring if you will. The title says it all.

I am preparing a sequel for when Drazoth pulls the lever.

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Dark One on May 01, 2016, 04:09:40 pm

- \*Two plump helmets grow rapidly filled with ominous energies and turn into plump-helmet men. They speak telepathically to themselves while carving marks in farm plots, writing something on the ground.\*
- And so we meet again... starts Dark One
- Klan-Master is already bringing new revolution in Order!
- Indoctrination of dwarven superiority... elven genocide...
- The fall of Doomforests starts with fall of lesser empires... Shall we begin?
- \*Farmers shake their heads in disbelief, for the plump-helmet men carved **COR'SHAEL`A ETH XIORALE** in their fields, then their heads exploded.\*

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 01, 2016, 05:01:17 pm

Quidquid latine dictum sit, altum videtur

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: mate888 on May 01, 2016, 05:30:16 pm

Quote from: TheImmortalRyukan on May 01, 2016, 03:39:22 pm

Quote from: mate888 on May 01, 2016, 03:24:08 pm

Quote from: TheImmortalRyukan on May 01, 2016, 03:21:01 pm

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Or is it another sub-fort like Astville?

We are planning the downfall of the fort, retiring if you will. The title says it all.

I am preparing a sequel for when Drazoth pulls the lever.

Well, if that's so, then my cult could be the one that's still loyal to the Queen and the one wich tries (and fails) to stop the other cults for destroying the fort.

Also, what does that lever do?

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on May 01, 2016, 06:40:51 pm

- A) I said that I won't pull the lever, as others want to play their turns first, Ryukan.
- 2) The lever is called "The Apocalypse Lever" 3 guesses as to what it does.

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on May 01, 2016, 07:00:41 pm

Quote from: Drazoth on May 01, 2016, 06:40:51 pm

2) The lever is called "The Apocalypse Lever" 3 guesses as to what it does.

guess 1: absolutely nothing!

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on May 01, 2016, 07:33:14 pm

Whatever happens, Flame has adopted the fort as his own. So he'll protect it with all the bullshit majjyks in his arsenal.

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 01, 2016, 09:14:58 pm

Quote from: Drazoth on May 01, 2016, 06:40:51 pm

A) I said that I won't pull the lever, as others want to play their turns first, Ryukan.

2) The lever is called "The Apocalypse Lever" 3 guesses as to what it does.

Sorry, I'm typing on my phone, I don't have the patience to type a paragraph explaining our current "plan"

And what does the lever do?

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on May 01, 2016, 09:18:59 pm

The lever does nothing, as it's not built right now. When built, it should cause magma flooding, and unleash hell, from multiple places.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Sacasco on May 02, 2016, 05:22:13 am

I have to say, at this point I feel this is going to be wonderful whether or not the fort is actually destroyed. I look forward to hearing of your last-ditch efforts to save it!

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 02, 2016, 10:39:37 am

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Quote from: Sacasco on May 02, 2016, 05:22:13 am

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A assure you, the genocide will be brilliant. And gory. And painful. And death.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 02, 2016, 11:37:02 am

Quote from: Imic on May 02, 2016, 10:39:37 am

Quote from: Sacasco on May 02, 2016, 05:22:13 am

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And we will be accidentally saved by soap again.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: mate 888 on May 02 2016 12:41:18 pm

Post by: mate888 on May 02, 2016, 12:41:18 pm

Quote from: Sacasco on May 02, 2016, 05:22:13 am

I have to say, at this point I feel this is going to be wonderful whether or not the fort is actually destroyed. I look forward to hearing of your last-ditch efforts to save it!

I'll try to save it somehow. Maybe right after Drazoth pulls the lever, he can give the fort to someone else (namely moi) in order to desperately try to save the dwarves of the fort. I mean, as we alredy know how will the fort die, at least we could see if someone will be able to save at least one Dwarf from the destruction.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Sacasco on May 02, 2016, 12:50:48 pm

So we now have, what, three people trying to destroy the fort? And two trying to save it? I'll be watching and laughing. In a good way, that is.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 02, 2016, 03:02:09 pm

Quote from: TheImmortalRyukan on May 02, 2016, 11:37:02 am
Quote from: Imic on May 02, 2016, 10:39:37 am

Quote from: Sacasco on May 02, 2016, 05:22:13 am

I have to say, at this point I feel this is going to be wonderful whether or not the fort is actually destroyed. I look forward to hearing of your last-ditch efforts to save it! A assure you, the genocide will be brilliant. And gory. And painful. And death.

And we will be accidentally saved by soap again.

That gives me an idea... The one (bar of) soap must be taken to the cracks of doomforests and be thrown into the molten madness within!

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: PsychoAngel on May 02, 2016, 05:29:13 pm

Quote from: Imic on May 02, 2016, 03:02:09 pm

Quote from: TheImmortalRyukan on May 02, 2016, 11:37:02 am

Quote from: Imic on May 02, 2016, 10:39:37 am

Quote from: Sacasco on May 02, 2016, 05:22:13 am

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Noooooooo! My life's work!

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: mate888 on May 02, 2016, 08:50:52 pm

Quote from: PsychoAngel on May 02, 2016, 05:29:13 pm

Noooooooo! My life's work!

Don't worry, there's plenty of your life's work around the fortress. The lack of one bar won't be missed.

Although, if you wish to join the Doomforests Defense Squad and try to stop this mad<del>men</del>dwarves from destroying the fort, you are very welcome.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **Gwolfski** on **May 03, 2016, 01:19:51 am** 

'How dare he breach hell! That was my idea! Mumblegrumble.'

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **Imic** on **May 03, 2016, 02:56:50 am** 

Deep beneath doomforests... Again...

'And that...'

There was a clank noise.

'Is that.'

The portal was finally, finally, fixed. 'Is that it?' Smunstu was standing at the doorway. 'Yes sir.' 'Then get behind something.' 'Yes sir.' 'And stop calling me "sir".' 'Yes sir' Smunstu glared at him and told him to... ... 'get behind something. Now.' The paladins did as they were told. glimpses, they guessed that he was looking at a huge army pf goblins. The inches of torment.

Smunstu seemed to know how to work it, and began to pull levers. The paladins couldn't see from behind their cover, but from their brief

Smunstu pulled some more levers, and pushed a few buttons. They didn't see all that was happening, but they glimpsed magma, madness... And a small wall of soap. They quietly conversed between themselves about what that was. And Smunstu continued looking. Finally, he seemed to have seen what he had wanted to see. He turned the portal off.

'Do not open that. Something is trying to get out.'

And with that, he was gone.

'Come on Taupe, I want the watch doubled. Nothing leaves our borders, and nothing enters it, without me hearing of it...'

The paladins came out and looked at the deactivated portal.

Imic looked at it with some kind of calculating gaze.

'So then' he said.

'Something is trying to get out.' 'Yes, i guess so.' Said Gordak.

'Which part did Ryukan break again?...'

'This part here.'

'Well then, if i take out these parts here, here and here...'

He selected three cogs.

... It should be unable to run, but not permanently broken.'

'Yes. That's completely correct.'

'Right then. Get each of these gears four safes. Lock each one in a safe and then lock that one in another safe, etc. Etc.'

'Of course.'

Now let's scram.

They left the room.

The portal started shimmering, as if trying to turn itself on, but to no avail. The lights went out. A low growling filled the air...

More Roleplaying! Enjoy.;)

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Imic on May 04, 2016, 02:27:49 pm

Bump

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Imic on May 05, 2016, 12:50:30 am

Bump, bump, bump, BUUUUUUUMP...

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: TheImmortalRyukan on May 05, 2016, 06:01:37 am

Staaaaaaaap

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Imic on May 05, 2016, 07:26:25 am

Quote from: TheImmortalRyukan on May 05, 2016, 06:01:37 am

Staaaaaaaap

Fine.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: TheImmortalRyukan on May 05, 2016, 11:01:46 am

#### Journal of Airith, Interim Headmistress of the O.B.A.

The evacuations are almost complete. Master instructed me to leave via the portal, and begin the foundations of a new Doomforest. After commanding us this, he left through the portal, saying he had business to attend to, old friends to find and a King whose death was due. I could only stare as he handed me the Black Arrow, A black steel broad sword whose weight was nothing, but whose edge was unnaturally sharp. After he set it in my hands, he took his gold pendant and replaced my silver one with it. He said goodbye and left. Even after the portal shut off, plunging the room into darkness, I could only just stand there, unsure what to do. My only friends where either dead or gone off on a strange quest.

After several minutes, I walked out into the main Atrium and told the gathered people what had happened. They all acknowledged me as the Headmistress and started to pack away their things for the move.

I sat in his- my office and contemplated what I should do, I knew that the fortress was doomed, the powers arrayed against it were insurmountable. I took out my quill and a sheet of parchment and began to write:

\_\_\_\_\_

Dear Imic, Mate, and Gwolfski;

I am Airith, the new Head-Mistress of the Order of the Black Arrow and I implore you to consider a temporary alliance, one that will found a new home. My master and his... well, master, have both come to the conclusion that Doomforest will fall. The powers arayed against it, both physical and supernatural, are too powerful to overcome. I am preparing to leave this fortress to its doom, to settle a new fortress.

If you accept please inform me of this via letter or meet me personally. I pray you join me in this final journey. Because when the doom of this place comes, not only will it plunge the whole world into darkness, the powers that will be unleashed will bring this world and its inhabitants to its knees.

(OOC: I am fixing to begin a new thread, a thread of Ryukan's adventures in a new world, if you want, come and join Ryukan as he faces his destiny and his prescribed doom, one he wishes to avoid, but one he knows he can not. How will he die? Come see.)
The Thread:

http://www.bay12forums.com/smf/index.php?topic=157964.0 (http://www.bay12forums.com/smf/index.php?topic=157964.0)

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 05, 2016, 11:30:30 am

If you *aer* going to make a new doomforest thread, dorf me as a reincarnation of imic, and name the militi "the templar order". Cuzz why not?

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 05, 2016, 11:31:36 am

Quote from: Imic on May 05, 2016, 11:30:30 am

If you aer going to make a new doomforest thread, dorf me as a reincarnation of imic, and name the militi "the templar order". Cuzz why not?

I'm gonna leave the new thread to Drazoth, he's got it under control, he's also been here from the start, I'm just the new guy...

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 05, 2016, 11:35:38 am

Quote from: TheImmortalRyukan on May 05, 2016, 11:31:36 am

Quote from: Imic on May 05, 2016, 11:30:30 am

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I'm gonna leave the new thread to Drazoth, he's got it under control, he's also been here from the start, I'm just the new guy...

So am I, Ryukan.

So am I.

\*pats on shoulder\*

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on May 05, 2016, 01:23:36 pm

Sorry For the lack of updates guys. The low FPS, combined with life stuff, is slowing me down. On the plus side, my FPS is around 12, which I think is the highest since my last turn, which is nice. Also, the save started in the fall, so do I finish the year then do mine, or just finish the year?

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 05, 2016, 05:54:47 pm

Quote from: Drazoth on May 05, 2016, 01:23:36 pm

Sorry For the lack of updates guys. The low FPS, combined with life stuff, is slowing me down. On the plus side, my FPS is around 12, which I think is the highest since my last turn, which is nice. Also, the save started in the fall, so do I finish the year then do mine, or just finish the year?

Do what you can, don't bite off more than you can chew. But we need to start beginning on 1st Granite so we can have a rythym. But its up to you, I'll prefer both years.

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on May 05, 2016, 06:52:49 pm

### before this fortress falls, strawberries shall be grown in Hell itself!

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 07, 2016, 02:09:20 pm

who's turn is it? The list seems somewhat innaccurate...

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on May 07, 2016, 02:18:53 pm

Drazoth's.

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Dark One on May 07, 2016, 02:29:11 pm

Dark Two was working furiously in a secret chamber located deeply in Old Doomforests. Within barrels of unidentifiable liquids, vials of strange or ominous (or both at the same time!) content and his alchemical equipment he was brewing potions and horrifying concoctions. The formula he was working on was of his predecessor's creation - plump helmets, troll bone marrow, skin of a night creature, Forgotten One's noxious excretion, a bar of soap and strawberries, for the taste and their unusual magic masking ability.

The concoction he was working on now was of a special destination - Ryukan, leader of The Order of Black Arrow in Doomforests and Imic, leader of paladinial order. Gogol's influence over Klan-Master has finally started to show, as the potion while having structure of best healing brews, had horrible effects of opening many wounds, each festering with different kind of disease. A pain of agony, burning infection of body, then a gruesome internal bleeding ending life of anyone unwary enough to drink it. An ideal poison, impossible to detect by any ordinary or unusual means.

He took a parchment with his left hand - a hand bearing undecipherable markings and glyphs, emanating with strange powers, then he took a vial with elf blood and a quill in another hand. Then he wrote. Slowly, with each word weighed out carefully.

#### Spoiler: Letter to Order (click to show/hide)

A tragedy that even rock cries of, a tragedy that would have colossal impact on events yet to come. Inches of Torment with their army, burning village after village on their triumphant march to Doomforests. A brutal end of Doomforests is nigh!

But this doesn't have to happen! With strength of allied leaders of each Doomforests faction should be enough to keep the fortress alive for some time. But it would be enough to rid their dark gods of power and interest over this place. A potion granting a fast recovery and unusual power would be enough to make Doomforest's safe again!

Do not fail at this important task! Quaff the potion when the time comes and meet me in Forest of Doom, so we could fight the threat

together, once and for all!

The One that Binds

A copy for leaders of both orders was delivered to them through secret tunnels.

Dwarves gathered in meeting hall upon the Order's call. Dark Two took a stepladder to stand high above citizens and fellow knights, to gather more attention.

- Much has changed in the fortress as of late! - Klan-Master begins his speech to citizens in meeting hall. - There were many accounts of timeline changes noticed in Doomforests. Magic detection both mine and of my trustworthy source revealed elven witchery, accompanied by strange moves from their sinister forces and evil dieties worshipped by humans! The Order of the Ale believes that such threats against Doomforests shall be dealt with as soon as possible, thus we are allowing any citizen of our glorious settlement to attack each human or elf at a sight! This includes merchants using barter as a reason to secretly realise their dark plots, bringing werebeasts and curses with them! We will withstand, we will win the war and survive the coming of dark age!

Then Klan-Master went back to his office. His speech clearly shaken the fortress thoroughly. Coming of dark age, elven witchery, this should be enough to induce fear within citizens, and when the time comes, strike back with doubled strenght in a loyalty cascade. Vision sent by Gogol and Dark One were highly effective, leaders of other orders think that Inches of Torment, a group counting six goblins and a vampire led an enormous army towards Doomforests. Fools! Just as they have predicted. Soon Doomforests shall fall, leaving only a burning hellhole ridden with demonic crundles! **COR'SHAEL'A ETH XIORALE!** 

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 07, 2016, 03:59:41 pm

"Hmmm" Airith mumbled as she studied the letter that had arrived addressed to her former master.

"It's a trap." She says.
"Definitely" Says a guard.

"Yeah" say another.

She tosses the letter in the trash and the glass vial with it.

"Are the bombs in place?" She asks.

"Yes headmistress, all trace of our presence will be erased, this sanctum will be destroyed." Replies her advisor.

"Good, lets go" Airith heads out the door and then walks into the portal room.

"Ready?"

"Yup"

"Yes ma'am"

"Let's go" She and the all but one of the black clad figures disappear into the portal. The remaining one lights a fuse and runs into the portal, with it closing behind him.

As work goes on above, an explosion ripples throughout the fortress sending dust and debris into the hallways.

\*The Order of the Black Arrow has left Doomforest\*

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 08, 2016, 01:09:01 am

um. That's all i can say. I can't make head or tail of what this letter is supposed to be telling us. except that the fortress is doomed, and we've been getting that since the day they struck the rock up above.

Imic gestured to the surface.

what about this... drink? I'm not sure. klan master is up to something. Something... fishy.

Goken looked at the vial and licked his lips.

I know what it is. Hi said.

Do you?

yes, it's very nice. can i have a sip?

yes, yes, go on...

--HALF A MINUTE LATER--

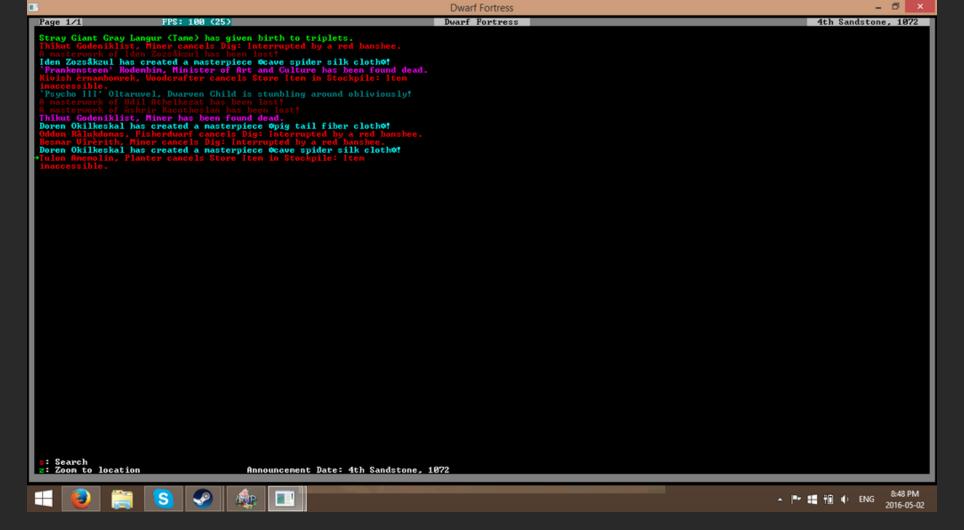
#### 

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on May 10, 2016, 03:14:51 pm

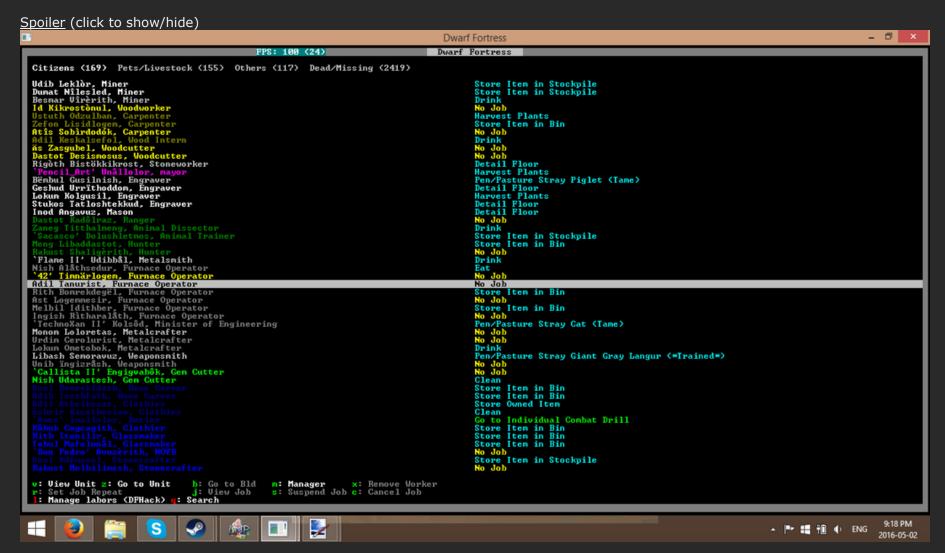
OOC: Sorry this took so long, but I've been busier than expected. I'll continue to play as much as i can, But I won't finish a full year.

1st Sandstone: My new reign begins. I've ordered new adamantine veins scouted for, as I'll need them for the device to work. I've place Hans in charge while I scout the last few worlds on the list. I'm fairly certain that this whole business is a red herring, but I need to be certain.

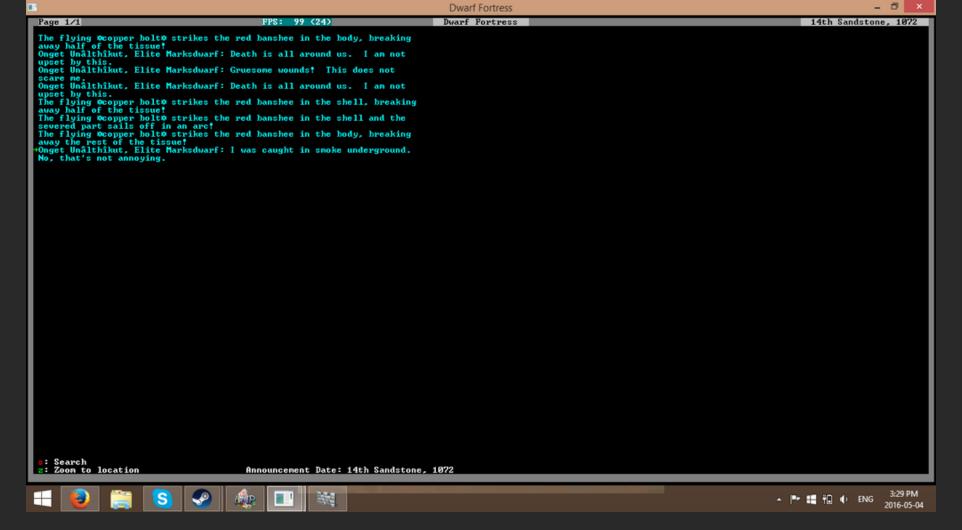
11th Sandstone: Hans tells me people have been going missing lately.



After some time, he received news that someone was burning to death.

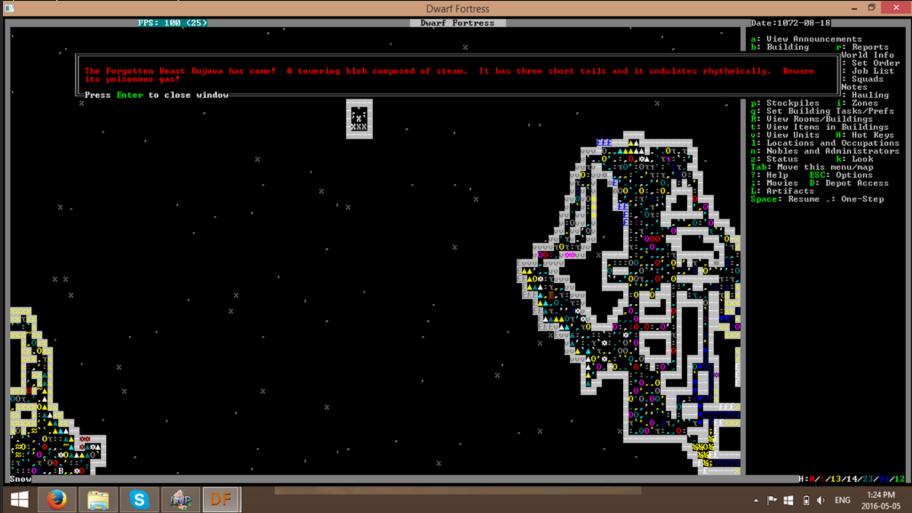


The culprit is then found to be a red banshee. A squad was dispatched, and the first marks dwarf on the scene kiled it easily.



18th Sandstone: A forgotten one arrived today. It has no way in, so nobody is worried.

Spoiler (click to show/hide)



24th Sandstone: Yet another Forgotten one. Again, it has no way in, so nobody started panicking.



OOC: Sorry for the boring update, but that's all that happened so far. I might do some RP later to fill some gaps. Anyway, Fall is done, and winter begins. I'll try not to take so long this time.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 10, 2016, 05:51:08 pm

IT LIVES!!!

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Bacos666 on May 10, 2016, 06:12:26 pm

Now that Frankensteen is gone, I wonder who the longest living resident is?

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: mate888 on May 10, 2016, 08:32:43 pm

Wait, what's with Ryukan's new fort? Is it alredy a thing or is he waiting till Doomforests die to put it all in motion? If it's a fort going on separately from Doomforests (wich wouldn't make much sense, because if it alredy started then Doomforests' "final doom" would never have happened but oh well) then please change any random dwarf's proffesion name to "Armok's priest" or "Missionary". That'll be good enough for me.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 11, 2016, 02:00:27 am

Rename the thread until my turn. It's a while yet...

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on May 11, 2016, 02:42:17 am

Hehehe... Rename the Strawberry Association to the Strawberry Society (SS)...

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 11, 2016, 05:56:26 am

Ouote from: mate888 on May 10, 2016, 08:32:43 pm

Wait, what's with Ryukan's new fort? Is it alredy a thing or is he waiting till Doomforests die to put it all in motion? If it's a fort going on separately from Doomforests (wich wouldn't make much sense, because if it alredy started then Doomforests' "final doom" would never have happened but oh well) then please change any random dwarf's proffesion name to "Armok's priest" or "Missionary". That'll be good enough for me.

I'm waiting for Doomforests' engineered fall. And I think Drazoth should start the sequel, not me.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Iamblichos on May 11, 2016, 08:49:25 am

What the hell is a red banshee? And when did the game get modded to include them?

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 11, 2016, 11:37:38 am

Red Banshee? The game's not modded... So they must be vanilla...?

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on May 11, 2016, 12:21:10 pm

I think it's some kind of demon? I haven't peirced hell yet so i don't know how it got in. at any rate, they throw fireballs.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm
Post by: TheImmortalRyukan on May 11, 2016, 01:32:53 pm

Also, I know the morality of bay12 is nonexistent, but please refrain from Nazi jokes

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on May 11, 2016, 04:25:41 pm

what Nazi jokes? It's totally serious...

I was bored.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Tmic on May 13, 2016, 02:56:37 am

Post by: Imic on May 13, 2016, 02:56:37 am

Bump

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 14, 2016, 08:49:45 am

I invoke Rule #2

Next turn goes to...

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Drazoth on May 14, 2016, 11:29:22 am

I can upload the save. Sorry I didn't get as much done as we'd have liked. I'll post the save when i get home from work tonight.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: mate888 on May 14, 2016, 11:31:49 am

Quote from: TheImmortalRyukan on May 11, 2016, 01:32:53 pm

Also, I know the morality of bay12 is nonexistent, but *please* refrain from Nazi jokes

Nein.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Sacasco on May 14, 2016, 02:58:53 pm

Quote from: Drazoth on May 14, 2016, 11:29:22 am

I can upload the save. Sorry I didn't get as much done as we'd have liked. I'll post the save when i get home from work tonight.

Really don't worry about it. I was caught during the school holidays, with basically as much free time as I wanted, and I *still* took over a week to finish. It is *not* easy.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on May 14, 2016, 10:58:00 pm

it by: Diazotti on Play 14, 2010, 10:30:00 pi

Here's the save, I'll do a write up tomorrow.

http://dffd.bay12games.com/file.php?id=12034 (http://dffd.bay12games.com/file.php?id=12034)

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: PsychoAngel on May 15, 2016, 12:39:58 pm

I don't know if it's a good idea for me to take over right now. My processor is like 10 years old and isn't running the game that well beyond year two. I'm still waiting to see if I'm able to get a new one soon, but it might be after next week or maybe even later, so sadly I'll have to sit it out this time.

At least I was able to build a fort a while ago that made it past year three which had a road made of solid gold, a squad of 6 melee dwarves outfitted with full steel armor that killed like 5 FBs, a werebeast, and a semimegabeast without any casualties. It is at this time discontinued due to the exact reason as to why I'm sitting out my turn.

Anywho, I'll continue watching the thread. We'll see what happens.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Sacasco on May 16, 2016, 02:11:03 pm

I've PMed Flame, and my apologies if someone else has already. Best of luck to them with this Behemoth!

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **TheFlame52** on **May 16, 2016, 02:22:12 pm** 

Alright. We're still on 0.40, correct?

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Gwolfski on May 16, 2016, 04:42:47 pm

Quote from: TheFlame52 on May 16, 2016, 02:22:12 pm

Alright. We're still on 0.40, correct?

No, 42.06

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: TheFlame52 on May 16, 2016, 07:02:08 pm

I noticed when it wouldn't load in 0.40.24.

THINGS I HAVE DONE SO FAR:

- Had the Large Picks attack the FB caught in the trap
- Ordered more bolts because we ran out
- Dumped a ridiculous amount of crap
- Deleted some of the weird garbage dumps around the fort
- Convicted a bunch of criminals
- Ordered the training of some giant grey langurs

- Appointed a new chief medical dwarf

- Unforbid everything in now-secure Astville
- Built a fishery, since we don't have one but we have a lot of raw fish
- Had the Large Picks kill the FB in the trap, since we have bolts now
- Corrected Gwolfki's name, since 'chief' was spelled wrong
- Made the main dining room a tavern
- Designated a bunch of loose bolts for melting, started melting them

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Sacasco on May 18, 2016, 06:54:23 am

I've no idea how long it's been since you started, Flame, but just in case you don't yet know, there are a couple of werebeasts sealed in the hospital just off what I've always thought of as the main staircase. I believe I mentioned them at the end of my turn, but that was... eight pages ago. And if the outpost liaison does turn into a werebeast, I disdain all responsibility.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on May 18, 2016, 01:45:05 pm

Quote from: Sacasco on May 18, 2016, 06:54:23 am

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There's only one, and I noticed him. He was transformed when I started my turn. Big update incoming!

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on May 18, 2016, 03:49:08 pm

I'm not really feeling up to doing a picture/story heavy turn, so really I'll just be screenshotting the important stuff.

#### MORE THINGS:

- Finally killed the FB in the trap, after putting more bolts into it than a skyscraper
- Remade the old magma dump, someone got rid of it and nothing was getting dumped
- Used autodump to clean up a lot of the trash around the fort
- Spring and my real turn arrived, the queen died of old age
- Created an entrance to the third cavern, everyone immediately went out and put things in stockpiles
- An engraver was caught in magma mist and died
- I put some ghosts to rest
- The elves came and I got a couple of big cats

AND NOW TO OPEN HELL ITSELF

This is the sacrifice.

```
Ingish Rìtharalåth, Furnace Operator
"Ingish Trammelbolted"
No Job
Dabbling Miller
Skilled Furnace Operator (V Rusty)
Dabbling Dyer
Dabbling Beekeeper
Novice Persuader
Dabbling Negotiator
Dabbling Judge of Intent
Novice Intimidator
Dabbling Conversationalist
Dabbling Comedian
```

He's so expendable he has a negative value. He's tantruming, unskilled, has no relatives, and is generally useless. Perfect, though I had to wait for him to get out of prison.

Some migrants have arrived.

Hey, look at that. You're just in time to witness dwarfkind's victory over hell! It's just a farmer and cheesemaker couple, though.

You have discovered an eerie cavern. The air above the dark stone floor is alive with vortices of purple light and dark, boiling clouds. Seemingly bottomless glowing pits mark the surface.

=Press <mark>Ente</mark>r for more=

Horrifying screams come from the darkness below! =Press =Enter to close window=



```
Demon Of Soot
Devil Of Steam
Pterosaur Brute
Pterosaur Brute
Pterosaur
 Brute
Pterosaur Brute
Pterosaur Brute
Demon Of Soot
Pterosaur Brute
Pterosaur Brute
Pterosaur
 Brute
Pterosaur Brute
 Moth Demon
Clear Demon
Clear Demon
 Moth Demon
Moth Demon
Moth Demon
Devil Of Steam
Clear Demon
Clear Demon
Clear Demon
Clear Demon
Moth Demon
Pterosaur Brute
Pterosaur
 Brute
Pterosaur
 Brute
Pterosaur
 Brute
 Clear
Pterosaur Brute Clear Demon
Demon Of Soot
Demon Of Soot
Demon Of Soot
 Eagle
 Fiend
Eagle Fiend
Eagle Fiend
Eagle Fiend
Eagle Fiend
Eagle Fiend
Eagle Fiend
 Pterosaur Brute
 Pterosaur Brute
Devil Of Steam
Devil Of Steam
Devil Of Steam
 Moth Demon
Moth Demon
Moth Demon
Moth Demon
Moth Demon
Moth Demon
Demon Of Soot
Demon Of Soot
 Eagle Fiend
 Eagle
 Fiend
 Eagle Fiend
 Demon Of Soot
 Clear Demon
```

Demon Of Soot Demon Of Soot

These are the demons. I don't know exactly how many, but that's a lot. The most deadly is probably the pterosaur brute, depending on what their deadly dust does.



The demons fly upward, so eager for blood they get in each others' way.



Just in time, a clothier pulls the lever.

```
The furnace operator loses hold of the *iron pick*.
The furnace operator loses hold of the (mule leather hood).
The furnace operator loses hold of the x*cave spider silk cap*x.
The eagle fiend scratches the furnace operator in the head and the severed part sails off in an arc!
```

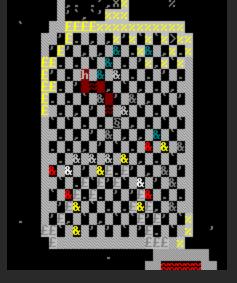
The sacrifice dies horribly without inflicting a single scratch, as expected.



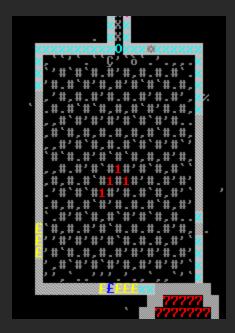
Whoops! Wrong lever! Let me just fix that really quick...



There we go! The demons obediently file into the trap.



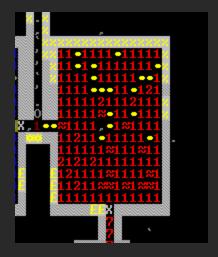
With the board full, the seal is closed again.



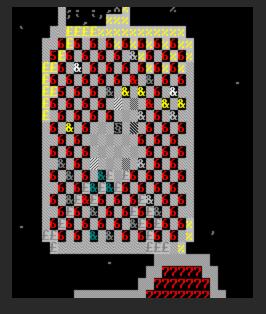
The magma lever is pulled and the checkerboard begins filling. However, one of the mechanisms used in the floodgate was not magmasafe, so the floodgate has been knocked off its hinges. We'll have to wait for the reservoir to completely empty.

```
The planter grabs the crundle by the left hand with her left hand!
The crundle stands up.
The planter throws the crundle by the left hand with The planter's left hand!
The stonecrafter punches the crundle in the upper body with his left hand and the injured part explodes into gore!
An artery has been opened by the attack!
The planter releases the grip of The planter's left hand from The crundle's left hand.
The crundle's upper body skids along the ground, bruising the muscle and bruising the liver!
The crundle slams into an obstacle!
```

A crundle attacks some workers in the cavern. It gets wrecked.



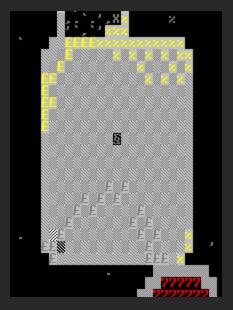
Well, I think that's as good as we're going to get. Time for the water!



Steam rises from the new obsidian.



The demons crowd together in the corners, attempting to avoid the stony death.



Finally, the last two squares are encased. The water is turned off.



The seal is opened so the magma trapped behind can evaporate. There are a disturbing number of demons waiting their turn.

After the magma evaporated, I tediously redesignated and redug the checkerboard. Dwarves carried off the exposed corpses and stones. The inorganic demons were dumped, the fleshy demons butchered. We might not be dining in hell, but we're dining on it!

It is now summer.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on May 18, 2016, 04:44:05 pm

Perfect, my backdoor into hell will be most more easy.... wtf was the grammaer.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 18, 2016, 06:55:09 pm

... In Soviet Doomforest, we kill fiery demons with fire.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Taupe on May 18, 2016, 07:37:34 pm

It says a lot about hell as a place that there are both Clear Demons and Meth Demons.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on May 19, 2016, 04:47:49 pm

Basically the whole point of this exercise is to prove that I can 1. prove I can and 2. keep anyone else from releasing the clown car into the fort.

Things that are happening:

- I replaced the bait creature in the checkerboard with an artifact sparrow bone cabinet, before realizing it would catch fire and using an artifact cinnabar coffer.
- I rebuilt the magma flood gate and began refilling the chambers.
- We have an absolutely ridiculous amount of food and an even more ridiculous amount of bones. I've expanded the food stockpile and I'm mass-producing totems and bone bolts.
- Dwarves continue to tantrum.
- The humans brought SEA SERPENT MEAT.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on May 20, 2016, 08:39:39 pm

- I accidentally melted the artifact cinnabar coffer. I didn't know artifacts could still melt. My bad everyone.
- I killed a bunch more demons in the checkerboard. Unfortunately, the corpses rotted in the obsidian before I could get them out.
- A wereantelope attacked and killed a couple of dwarven merchants. Then the entire military turned it into chunky salsa.
- I traded away most of our bone crafts and worn clothing to the humans for a hundreth of the price.

- Our stressed dwarves are getting worse. Rovod, elite marksdwarf and husband of the original Flame, is harrowed. Several other legendary warriors are haggard. I really hope none of them go berserk, because that could be the end of Doomforests right there.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Drazoth on May 21, 2016, 10:42:27 am

I just realized that i forgot to post what happened in the second bit of my turn. Two FB's showed up. That is all.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on May 21, 2016, 01:54:19 pm

- Rovod went berserk while chained up. He actually was non-hostile for a while before a spearmaster stabbed him to death. Avuz Flameborn is now an orphan.
- An axelord also went berserk in the prisons. I built a cage trap under her and now she's sitting in the artifact cage in the dining hall. She'll live forever as long as people keep feeding her.
- Three bonecarvers are pumping out thousands of bone bolts. It's barely made a dent in our bone stocks.
- There's a fire-breathing rabbit burning the first cavern. The second cavern is the open one.
- Remember the old great hall we never used? It's now a huge, engraved temple. There are nine gold statues, one for each god. I'm slowly channeling out the floors between each level. By the way, who made that place? It's all weird and asymmetrical. Oh well, the fort is ending soon.
- There's a muck humanoid in the third cavern.

EDIT: A pack of crundles killed Ruyava, the steam blob with poison gas trapped in one corner of the caverns. This is a good thing, because what happened to the crundles afterward was horrifying.

EDIT2: The muck humanoid is swimming in the magma sea. That makes two FBs down there. I hope they kill each other. Though most of the magma sea is hidden, and the muck humanoid is wounded...

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Taupe on May 21, 2016, 02:55:50 pm

Was a new monarch promoted?

In any case, props to the old queen for showing up in Doomforests and dying of -old age-...

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on May 21, 2016, 03:45:49 pm

There is a new monarch, but she's not here.

- A cardinal with webs showed up in the third cavern. Everyone thank Armok it can't get in.
- I've put a booze stockpile, mug chests, and a tavern keeper in the main hall. I wanted to see some dwarves die, but I think this fort is so old all our booze is non-alcoholic.
- I'm slabbing some more ghosts.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 21, 2016, 11:34:19 pm

IN SOVIET DOOMFORESTS, YOU EAT HELL DEMON

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Gwolfski on May 22, 2016, 02:33:30 am

Yay! We shall have a lovely communist-socialist Soviet Doomforests!

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: TheFlame52 on May 22, 2016, 01:22:51 pm

- We have a new FB in the caverns, a spider with poison bite. Don't let that fool you, it has webs too. It's where Ruyava was and it can't fly, so it's trapped there like Ruyava before.
- This happened before, but the demon trap needs to have all the grates removed, the floor under them mined out, and the grates replaced. I'm working on linking up a lever that will open all the grates at once, so we don't need to take the checkerboard apart after every use. Even with superdwarf on the dwarves making it, I don't think it'll get done in my turn.
- Because of a premonition, I'm flooring over the well in Astville. It's not like we need it.
- I've undwarfed Psycho III and redwarfed him as the oldest kid of Psycho II. The dwarf formerly known as Psycho III is the most stressed dwarf in the fort.

## Post by: TheFlame52 on May 22, 2016, 08:28:15 pm

Rakust Shaligèrith, Hunter has been found dead.

Hold on a second, what the hell?

The reports are too old to see, but this can't be a coincidence.



Here, in the second cavern, is where the announcements came from.

Quothest Osteslul, Forgotten Beast

Quothest is the cardinal with webs. Where's Quothest?



OH SHIT NIGGA IT'S IN THE RESIVOUR HOW THE FUCK DID IT GET IN THERE

lead Floodgate XX\*lead floodgate\*XX X\*marble mechanisms\*X

The floodgate diagonal from it is almost destroyed. I don't know where it will go after that, and there are too many places it could go for me to seal it up. We'll just have to see.



With one final crash, the floodgate pops free. The water, held back for so long, surges forward.



What is this fucking sorcery!? It just phased right through the floor! I order everyone into the slightly modified 'Attack from below' burrow. While everyone evacuates the cavern, Quothest flies back into the reservoir.

After swimming around a bit, he flies up the well and into the fort.



```
a The Constructive Cusps
b The Large Picks
c Flame's Legacy
d Order of the Ale
e Recruits
f Recruits #2

K11 Othst Osts11,
K11 Othst Osts1
```

#### FUCKING KILL IT



While the militia prepares to kill the beast, the reservoir begins to overflow. The fort won't flood, but we may get a bit damp.



The militia arrives one by one. They sight the beast around the corner and it sights them. They die.



More arrive. The beast cannot kill them all at once. Blades rise and fall. Blood spurts from jagged cuts.

```
Quothest Osteslul Sedmeusu, Forgotten Beast
"Quothest Terrormenaces the Murky Hollow"

upper body
lower body
neck Winded
head
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
right wing
left wing
tail
second toe, right foot
left lung
```

The Swordmaster stabs the forgotten beast in the neck with his Kokebkomut Niruräkim, tearing the muscle and tearing the upper spine's nervous tissue!

Swordsmaster Stinthad deals the beast a crippling blow, but it is not over yet.

```
Quothest Osteslul Sedmeusu, Forgotten Beast
"Quothest Terrormenaces the Murky Hollow"

upper body
lower body
neck Winded
head
right upper leg
left upper leg
right lower leg
right foot
left foot
left foot
right wing
left wing
tail
right antenna
second toe, right foot
```

Surrounded, outnumbered, wounded, the beast finally succumbs.

#### Total casualties:

- Rakust Shaligerith, hunter
- Doren Okilkeskal, legendary weaver
- Olon Cattenrulush, elite marksdwarf
- Likot Udibidor, spearmaster
- Uvash Othbemdodok, axelord
- 1 cat
- 4 giant grey langurs



That's Kubuk there, the most stressed dwarf in the fort. He just walked out there. He just had a genuine unfortunate accident.

And I'm done. That's all folks, try not to fuck things up too hard. Slab Kubuk when he goes missing, finish linking up the lever with the grates, dig out the rest of the Grand Temple.

SAVE: http://dffd.bay12games.com/file.php?id=12069

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Iamblichos on May 23, 2016, 07:44:03 am

Wait, someone actually completed a turn? And wrote a log? What the hell?

WHAT IS THIS SORCERY?!?

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Taupe on May 23, 2016, 09:16:29 am

TheFlame is a beacon of efficiency amidst the ses of aborted turns.

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Sacasco on May 23, 2016, 10:26:06 am

Well, that went better than might have been expected. Well done, Flame, you now enter a very select group of people who've recently finished a year in under a week! (I think it's just you...)

That forgotten beast went quite well, I think, considering the suddenness of its entrance.

Ryukan will probably check quite soon, so I think we can just wait and see.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **Gwolfski** on **May 23, 2016, 11:13:12 am** 

The turn list seems outdated, what's it meant to be?

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: TheFlame52 on May 23, 2016, 03:07:07 pm

Quote from: Taupe on May 23, 2016, 09:16:29 am

TheFlame is a beacon of efficiency amidst the sea of aborted turns.

Quote from: Sacasco on May 23, 2016, 10:26:06 am

Well, that went better than might have been expected. Well done, Flame, you now enter a very select group of people who've recently finished a year in under a week! (I think it's just you...)

I've earned that Chaosbane title ~10 times now.

Quote from: Sacasco on May 23, 2016, 10:26:06 am

That forgotten beast went quite well, I think, considering the suddenness of its entrance.

- 1. There's no way that FB could have gotten in without that glitch. Also, how the fuck did it get into the second cavern?
- 2. It could have been better if I had been paying attention to the game.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 23, 2016, 10:09:04 pm

Quote from: Gwolfski on May 23, 2016, 11:13:12 am

The turn list seems outdated, what's it meant to be?

Crap... On it

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Imic on May 25, 2016, 04:18:29 am

looks at the turn li- OH MY GOD DOOMFORESTS IS VERY ALMOST DOOMED. IT's nearly my turn. Gods help us all.

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Drazoth on May 29, 2016, 09:58:58 pm

Way to go Imic. You scared everyone away.

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Imic on May 30, 2016, 01:46:52 am

:'(

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **Drazoth** on **May 30, 2016, 11:16:07 am** 

OOC: I know what will bring people back! Some RP I've been meaning to do for weeks now but have been to lazy to actually write! /OOC

D3 stepped through the portal and back into DoomForests. His 'reign' had long passed, and things were business as usual. Except for the large barrel he saw in the office. There was a note on it reading "Don't open. Leg inside." Naturally, curiosity overcame D3 and he opened it. There was indeed a leg inside, elven judging by how pale and frail it looked. The elf leg was floating in what seemed to be Dwarven ale. D3 then closed the lid and called for Kronk.

"Kronk, care to explain why this is here?"

"Yeah, Hans dropped that off a day ago. Something about 'That damn Bugman and his idiotic desires'. You have any idea what that means?"

"It means this belongs in the caverns, not my office. Let's get rid of it before someone sees it."

About an hour later they had managed to sneak the barrel down to the caverns and had returned to the office. D3 looked exhausted. "What's wrong boss? Not finding Dark One's plan?"

"Pretty much. I've got the feeling that this whole portal business was something he cooked up as a distraction. If so, it's worked marvelously. At any rate, only two worlds left to check. If nothing else, I should be able to find a world we can hide in if things go south here." With that D3 finished off his flask of rum and fell asleep. The next 'morning' he woke up and made his preparations. He stepped through the portal and emerged outside of a strange looking settlement. He saw a sign in front of him that read "Welcome to Nsburg!"

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 30, 2016, 12:33:44 pm

Nsburg?

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **Drazoth** on **May 30, 2016, 12:58:51 pm** 

OOC: Google it.

After wandering around for a bit, walking past strange metal boxes that the local humans rode for transport, D3 entered what appeared to be the local tavern. After acquiring some rum and playing a game involving poking balls with a stick, D3 asked about the voices he was hearing. It seemed to be two men conversing and discussing news, and the other patrons were reacting to it, so it didn't seem like a hallucination. After finding out that it was some kind of transmission, D3 quickly found and bought a device to listen from. It seemed that this was a largely normal town, aside from the strange technology and the astounding stupidity of the inhabitants. The the voices mentioned "Historic Rum Tunnels" beneath the city, so D3 paid them a visit.

Later, once the tour was done and they cut of D3 from the rum, he decided to return to DoomForests with his findings. Once back he slept and prepared for the last trip. Once again he stepped through the portal. This time he was in a desert, near a settlement similar to the last one. He turned on the device, and once it picked up the news setting, he began walking.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on May 30, 2016, 02:09:32 pm

As Ryukan passed through yet another portal, he came face to face with a wall of white. A tiered city of white stone rising 600 feet above the ground, hugging the edge of a mountain range.

He enter the strange city, and inquired of a library, and he was shown to an extensive building, the Library.

After hours of reading, he had what he came for, he summoned a portal and went on to another world. That night, the librarians came and found a book lying open on the desk. He picked it up, "Of snails and Goats: A sommoner's Guide". The librarian scoffed and returned the book, not sparing a second thought.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 30, 2016, 02:58:15 pm

Quote from: TheImmortalRyukan on May 30, 2016, 02:09:32 pm

As Ryukan passed through yet another portal, he came face to face with a wall of white. A tiered city of white stone rising 600 feet above the ground, hugging the edge of a mountain range.

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Someone's gone to minas tirith, eh?

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Dark One on May 31, 2016, 10:43:31 am

#### **Journal of Dark Two**

\*Dark Two entered his dark chambers. He took his tinderbox, releasing a short lived violent flash of light and igniting a few slow burning candles. In their dim glow, he put his armor on a stand, then left his sword in weapon rack and turned to wardrobe. Klan-Master thrown off his shoes, trousers, shirt - all dirty and soaked with alcohol after whole day of brewing work. Then he put on nightly clothes and fallen into his bed, thinking.\*

Clueless... they fell for the wonders of other realms, for unimaginable power of traversing other planes of physical and metaphysical reality. They fell for the ethereal might of teleportation. Clueless... stepping into their glowing portals of soap and steel. Getting across their curiosity and heading straight towards their doom, leaving their unwary souls behind. Clueless... blindly going ever onward. Poison striking for their minds, devastating arteries of their free will. They move on, going straight into our hands...

... and we weill rip flesh off their bones... tear their skin, strech it and make it screeching...

#### **COR'SHAEL'A ETH XIORALE!**

\*His thoughts end abruptly with a shout, then he falls asleep.\*

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on May 31, 2016, 02:04:47 pm

A shout ran out through the fortress, though no-one could tell where it came from... CAC! A! DEABHAL OOOOOOORT!

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Sacasco on June 01, 2016, 06:12:27 am

In the interests of things moving in-game in the not-too-distant future, may I ask whether I'm correct in believing from the turn list that it is Ryukan's turn? And whether (assuming I'm right) they know it is?

Not that the role-play isn't fun, of course; it's just that I think things should be moving if at all possible...

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on June 01, 2016, 08:13:09 am

arrow head Ryukan! Get here now!

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on June 01, 2016, 08:15:29 am

I pass the save to the next person, I'm in the middle of two games right now

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Imic on June 01, 2016, 08:30:26 am

Quote from: TheImmortalRyukan on June 01, 2016, 08:15:29 am

I pass the save to the next person, I'm in the middle of two games right now

I'm next.

... ...

Expect an update soon. Until then, panic.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on June 01, 2016, 06:11:47 pm

Quote from: Imic on June 01, 2016, 08:30:26 am

Quote from: TheImmortalRyukan on June 01, 2016, 08:15:29 am

I pass the save to the next person, I'm in the middle of two games right now

I'm next. Expect an update soon. Until then, panic.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on June 01, 2016, 06:30:26 pm

Strawberries shall be grown in hell before this fortress falls.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **NCommander** on **June 01, 2016, 08:01:13 pm** 

I'll take a turn and a dorf. Not sure how much I'll RP, but I read most of this thread and I'm interested.

\*The Order is sadly unable to panic due to a notable absence of Order Assets in Doomforest\*

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheFlame52 on June 01, 2016, 08:05:06 pm

Quote from: Gwolfski on June 01, 2016, 06:30:26 pm

Strawberries shall be grown in hell before this fortress falls.

Well, if nobody fucks up the checkerboard, it's possible.

Quote from: NCommander on June 01, 2016, 08:01:13 pm

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THE COMMANDER OF DEATHGATE HIMSELF! WELCOME ABOARD!

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: NCommander on June 01, 2016, 08:18:51 pm

Quote from: TheFlame52 on June 01, 2016, 08:01:13 pm

THE COMMANDER OF DEATHGATE HIMSELF! WELCOME ABOARD!

IT'S THE 52ND FLAME! THE ONE PERSON WHO MIGHT CHALLENGE MY MILITARY MIGHT ON THESE FORUMS!

(congrats on checkboarding Hell. Course dealing with the initial clown car is the easy part of hell colonization. I mean, if we successfully did it in Deathgate ...)

EDIT: I remember when the clowns used to be scary :/

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on June 01, 2016, 09:33:35 pm

Will add "Veterans of Deathgate" to the list o' cults

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **NCommander** on **June 01, 2016, 09:54:41 pm** 

Quote from: TheImmortalRyukan on June 01, 2016, 09:33:35 pm

Will add "Veterans of Deathgate" to the list o' cults

Well, the correct summoning ritual was invoked.

- 0. Play a bloodline game
- 1. Crack open hell
- 2. Beat the clown car

3. Wait

EDIT: Of course you managed to get the traitor who's character canonically left Deathgate out of horror and not one of the madmen who burnt alive in that thing.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Imic on June 02, 2016, 03:15:08 am

I'll take a turn and a dorf. Not sure how much I'll RP, but I read most of this thread and I'm interested.

YOU CAN GO BEFORE ME. AKA NOW.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on June 02, 2016, 04:28:23 am

Quote from: TheFlame52 on June 01, 2016, 08:05:06 pm

Quote from: Gwolfski on June 01, 2016, 06:30:26 pm

Strawberries shall be grown in hell before this fortress falls. Well, if nobody fucks up the checkerboard, it's possible.

You are aware that requires punching a hole through the roof of hell?

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: NCommander on June 02, 2016, 08:01:47 am

Quote from: Imic on June 02, 2016, 03:15:08 am

Quote from: NCommander on June 01, 2016, 08:01:13 pm

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What? Seriously?

I started an A roleplay for Clobbermountains which I might have done thematically similar for the Doomforest. I can take the turn now

and put that on hold for the time being. If you're sure, PM me the save, and I'll get going. I'll try and get it turned in a week. I do want to test a style of RP I did before, but I haven't read through this thread or the history yet. I thought I'd have more time >.<.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: **Imic** on **June 02, 2016, 08:36:25 am** 

Quote from: NCommander on June 02, 2016, 08:01:47 am

Ouote from: Imic on June 02, 2016, 03:15:08 am

Quote from: NCommander on June 01, 2016, 08:01:13 pm

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I am going last, which is when we're jettisoning the fort. And I'm going to have to try and save as many people as i can, but it will die. So, since you want a turn, you kind hafta go now.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 02, 2016, 08:40:32 am

t by. NCOIIIIIailuei oii Julie 02, 2010, 08.40.32 ali

Quote from: Imic on June 02, 2016, 08:36:25 am

Quote from: NCommander on June 02, 2016, 08:01:47 am

Quote from: Imic on June 02, 2016, 03:15:08 am

Quote from: NCommander on June 01, 2016, 08:01:13 pm

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Welp. Downloading. I'm completely fried so I don't know if we'll get an update today.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 02, 2016, 09:48:26 am

3rd of Granite, 1074

```
Mountain FPS: 100 (47)thor, "Doomforests" 3rd Granite, 1074, Early Spring
 Animals
 Kitchen
 Health
 Justice
 Stone
 Stocks
Created Wealth:
 982732* Population:
 145
 Armor and Garb:
 \odot
 3
 Miners
 None
 Woodworkers
 Ð
 5
 12
 5
 1
 Stoneworkers
 Swordsdwarves
 8
 Other Objects:
 None
 2
9
2
 Architecture:
 Swordmasters
 9
 8
 Rangers
 (
 Displayed:
 None
 Metalsmiths
 Held/Worn:
 Ð
 Jewelers
 2
 lammerdwarves
 12
 None
 Imported Wealth:
 204409*
 4
 3
 Hammer Lords
 1
 Speardwarves
 Peasants
 None
 None
Exported Wealth:
 7
 29
 Spearmasters
 392585*
 .
 2
 Marksdwarves
 None
 31892
 •
 31
 Elite Mrksdwrus
 7
Food Stores:
 Farmers
 6148
 8
 Wrestlers
 Seeds
 None
 Fish
 8859
 3
 391
 Drink
 Trained Animals A
 Elite Wrestlers
 :
 1
 8
 1683
 Other
 Other Animals
 230
 Recruit/Others
 None
 Plant
 13688
```

In the void between worlds, there has been a whisper of a place far holy than Doomforest. A place that is only spoken in hushed whispers and fear. We know it as **Rashinod Okbodgeshud**. Other, less civilized minded people called it Deathgate. No matter its name, of those of us who have seen it in our dreams know that this place and that place are linked by one common thread.

# Hell

For any fortress who is lead by succession and has touched the most holy of places must remember those who came before, and those will come after. The whispers tell that of those who founded our order didn't pass onto the next plane but travel the infinite realms to bring their blessings.

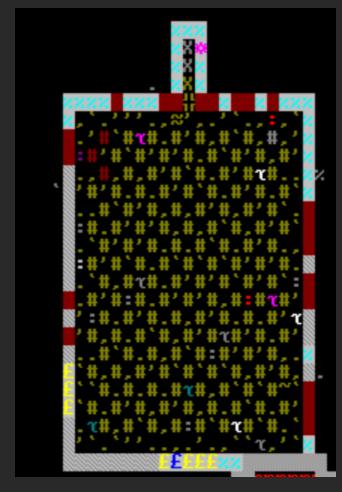


We know of some of these places, and their hallowed name was written in the book: Murdermachines, and Slaughterhelm.

The Old Ones sealed our salvation from us under the most accursed of metals, adaminite, and barred the path to**The One True God**. Throughout the ages, we have looked and studied. We have prostrated and prayed. We have waited and listened. And finally, we have been answered: one among us has been granted a vision, and has seen what came before, what must be done, and what silence may. He has laid the path that this order must take before the Spring blossoms again.

#### 'NCommander' Memadlogem, Head of Id

In the vision, he saw that the 52 flames must light our way. For in the land of **Rashinod Okbodgeshud**, there was one who came from a land known as Aussie. This Aussie dwarf foresaw the trials that would lay ahead, and designed a device that would allow us to prove our worth. Known only as "The Checkboard", it would allow us to part the guards the Old Ones left to bar the way to the holy land. The 52 flames would breach the adaminite, and we could see the face of Hell itself.



Such it was prophesied, such it has passed.

We have seen that our end is surely at hand, and for **The One True God** to accept us into **His** embrace, we must prove our worth, and touch the Holy Land itself. This is our final test for these mortal shells.

We know that an avatar of **Rashinod Okbodgeshud** will come to this place once we have passed. This avatar will our judge, our jury, and either our salvation, or our executioner. So it has been foreseen, so it will happen.

We are the walkers of the one true path.

We are the penultimate guides of Doomforest.

We are alpha and omega.

We are the Veterans of Deathgate.

---

Journal of Id "NCommander" Matulcog Italnis Gesis 3rd of Granite 1174

===



Fuck ...

OOC: Note the date on Id's journal entry.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on June 02, 2016, 10:57:02 am

Pls dont kill me. Was I redorfed? if not, mechanic pls and give them my big rooms.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 02, 2016, 10:59:12 am

Quote from: Gwolfski on June 02, 2016, 10:57:02 am

Pls dont kill me. Was I redorfed? if not, mechanic pls and give them my big rooms.

You were. Not sure if you have you room or not though (holdings lists "Modest Quarters")

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on June 02, 2016, 11:42:15 am

DoI have a large recat6ngular room with a siege workshop? It is near the lava vent.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on June 02, 2016, 02:25:03 pm

Quote from: Imic on June 02, 2016, 08:36:25 am

I am going last, which is when we're jettisoning the fort. And I'm going to have to try and save as many people as i can, but it will die. So, since you want a turn, you kind hafta go now.

Good. Just so you know, I did build the Doom Lever, bu didn't manage to hook it up to anything. Anyway back to the RP:

D3 walked the streets of this small desert community, listening to the voice in the box. It was a male voice, deep and smooth, like the father he never knew. The man spoke of strange happenings and conspiracies as if they were commonplace. D3 noted as he walked that he was being followed and watched. Eyes peered out from bushes or the leaves of trees, and he heard the sound of notes being scribbled on paper. As he went, choosing direction more or less at random, he kept seeing odd figures. People, skin ashen, faces expressionless, eyes unfocused. While normally D3 would assume them to be ill, there were far too many about for it to be that. They all stood motionless, aside from the movements of their chests as they breathed. Unnerved, he began to walk faster. Along the way he passed by a young couple walking their dog, acting as if the unmoving strangers were normal, even as the voice from the box described them in a nervous tone. Eventually, D3 knew what it was about those motionless people that scared him. It was their energy. It was very similar to the energies he felt in DoomForests. The energy of Hell itself. Quickly, he opened the portal and returned to his office, shaking.

'Is that what the Dark One plans on doing? No, that's not his style.' he thought to himself. He then sat at his desk and began drinking. For after he had passed that couple and their dog, a question had been burning in his mind. It was inane, and he could not fathom why he was thinking it, nor why it burned a his mind so. Eventually, he was able to purge that aberrant thought from his mind, and focus on the task at hand, even though by now it was likely too late.....

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 02, 2016, 08:42:06 pm

Ok, I've started playing vs. just doing a story. The fort is running at 6 FPS, but I'm going to try and have an update daily. I hope. As a note, the adventure sequences are being doing with DFHack in a copy of the save; I don't have the energy to run two adventures at once ATM.

EDIT: and found out the checkerboard is broken due to obsidian floors that didn't get mined out. I can't reset it without removing all the grates. So much for that plan.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 02, 2016, 10:25:26 pm

Almost done with the first month. We have dead elfs, a !!spearmaster!!, a good section of cavern two is on fire, and depressed axelords. Will finish the month and get an update posted

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 03, 2016, 12:48:25 am

The Guide's Orders Veterans of Deathgate 10 of Granite 1074 Before the Judgement, there is much work to be done.

The nobles of Doomforest have felt the call of Hell, and have mandated the construction of armor to guide us on our way.

Tandates: Make leggings (3/3)

This was of course immediately dispatched to forges for completion.

```
PAUSED FPS: 100 (41)
 Date:1074-01-03 Idlers:
 Dwarf Fortress
 - O 🖺 -
 Forge steel leggings
Forge steel leggings
 Forge steel leggings
 a: Add new task +-/*: Select
 Cancel task d: Details
 Promote task
Remove High Priority
 n
 Repeat
 s: Suspend
 Workshop profile
 x: Remove Building
 ESC: Done
 H:0/3/19/20/29/57/17
Snow
```

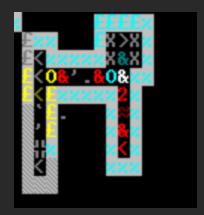
Within the caves below, three beasts of forgotten times have laid dormant. If we are to win against the demons and devils, and storm the holy land, these must be dispatched. Miners have been dispatched to dig paths to the beasts so the Knights Templar may fulfill their duty.



The flood caused by their previous attack has mostly drained into the cavern.



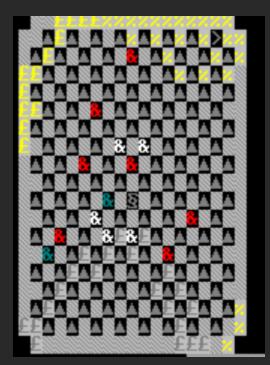
As the miners dig towards victory, Our attention now turns to the demons below. The Checkerboard has thinned their numbers, and so we must begin another game.



First, as written in the book of the Aussie, the lever must be pulled.

### Pull the Lever

The pieces begin to move and find their home upon the board.



It was at this point we've discovered those who do not believe have sabotaged us. The demon seal has been destroyed, preventing the board from being sealed.

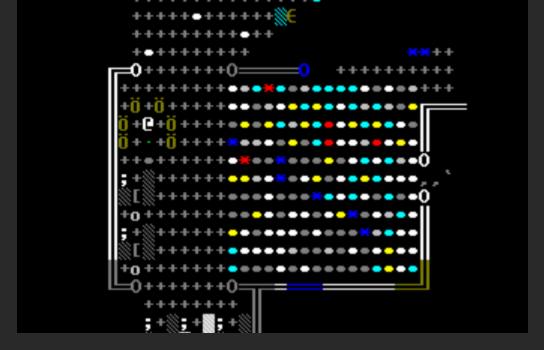


Fortunately, a quick thinking engineer has saved Our plans. A small amount of magma had pooled where the demon seal once stood. Although it goes against the order of things, by allowing Blue to play first, the board will be resealed.

----

# Journal of Id "NCommander" Matulcog Italnis Gesis 3 of Granite 1174

I've got to be honest, I'm more than a little creeped out. Ever since I left Deathgate all those years ago, I've been drawn to places like Doomforest. Places where Hell has come.



In my travels across the infinite realms, I've been to some horrible places. Deathgate, Clobbermountains, and Swordthunders immediately come to mind. All places that for one reason or another could not leave well enough alone.

Usually, I find demons roaming the halls, death in the air, and blood on the walls. Not here.

All I found here is an air of abandon, and some rust. Well, except that head lying on the ground by the entrance. Damn thing creeps me out, its eyes keep following me.

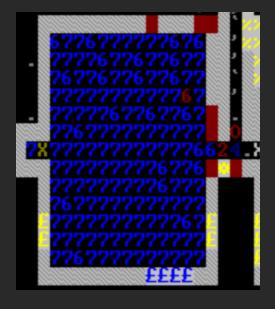
But everyone else? Well, its like everyone just packed up and left ...

Perhaps I will find more deeper down, but I can't help but have a bad feeling about this.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: **NCommander** on **June 03, 2016, 12:54:15 am** 

**The Guide's Orders Veterans of Deathgate 14 of Granite 1074** 

We have follied. In Our haste, we did not understand.



In our holy texts, the Checkerboard says that Red must always play first. We assumed that this was a matter of practicality. Magma moves slower than water, and by allowing it to settle allows the Checkerboard to perform its most holy of tasks.

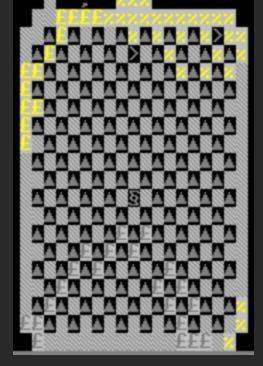
Instead the water defies gravity and does not flow. The Checkerboard is useless, and we must atone for Our mistakes.



OOC: Excuse the lack of A mode photos. The fort is borderline unplaying in A mode

Journal of Id "NCommander" Matulcog Italnis Gesis 3 of Granite 1174

Oh gods below.



A Checkerboard. Looks like it was used too.

```
basalt Floor Grate
Mist
Muddy obsidian Cavern Floor
Water [1/7]
A pile of mud
```

Or else some madman decided that building grates ontop of obsidian floors was a good idea.

I've seen this damn thing before, back at Swordthunders. Some crazy madman came up with this "game" called Dwarven Checkers. He wasn't a mason so he decided that since demons come in a variety in colors, they would suffice.

Admittedly, its a pretty good defense system, but really? Using Hell to play a boardgame? I'd ask who was stupid enough, but I'm looking at the proof right now.

Basically, by using a grid of grates, you can trick demons into the board and for a time, they will just "stop". That lets you pour the magma in. By itself, it won't do much, but if you can cool the magma, with say, a ton of water, you get steam and obsidian.

Even a demon won't survive that.

Looks like they tried to reuse it too given all this water but failed to realize that the obsidian will form in the gaps in the grates and block the flow. You need to clean them out before the board can be reused. That engineering 101, make sure your system is clean before you reuse it.

Sheesh, first breaching hell, then this?

The idiots who ran this place are retroactively pissing me off.

---

We sense Him. Our Judge has discovered our mistakes and does not approve. An offering must be made but what?

### H elven caravan from Heathosanera has arrived.

A solution has appeared. Elves. In our visions, we have seen the elves of Deathgate destroyed by those who came before.

```
c Flame's Legacy Kll Cóc ef
```

Kill Cóce èfalali, Elf Merchant

The order is given. A sacrifice must be made.

```
the Elf Merchant Coce efalali is fighting!

The Axe Lord strikes the elf merchant in the right lower leg with the pommel of her Gostmasos, fracturing the bone through the ((ramie plant fiber robe))!

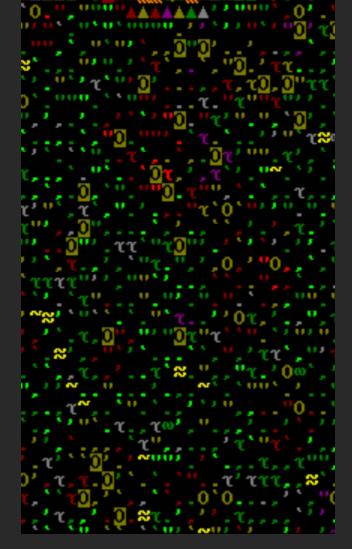
The elf merchant gives in to pain.

The elf merchant loses hold of the ((kenaf plant fiber hood)).

The elf merchant loses hold of the ((rope reed fiber cap)).

The Axe Lord hacks the elf merchant in the head with her Gostmasos and the severed part sails off in an arc!
```

It is done. This elfs head shall be used for a far more noble purpose than it ever had in life. We have decided that we shall build a road paved with the finest materials to for this "Id" to walk on when he comes to this place. Our finest cutters have already begun clearing a path.



That still leaves with how We are supposed to reach the holy land. Eleven months remain. There is no choice. We must use steel and blood to reach the land below. A drawbridge is being installed to isolate the checkerboard controls from the rest of the fort.

As soon as it is completed, and their other tasks fulfill, Our solders will fight. We do not know if they can win the day, but We do not have another choice.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 03, 2016, 01:06:34 am

## Journal of Id "NCommander" Matulcog Italnis Gesis 3 of Granite 1174

*3* 01

I can sense Hell directly below me here. I try not to go down there if I have a choice. I've already got enough taint for one existence. But I do need answers. I need to know what happened here.

Fortunately, I have an ace in the hole. My little "trick".

You see, when I left Deathgate all those years ago, I found that when I sleep, I "remember" what happened. I see things as though I was there. Maybe some part of me is. I've stopped trying to understand it, but I won't be able to leave here until I get to the bottom of this. I saw some decent (and secure) looking bedrooms up near the caverns. Despite my unease, it will be nice to sleep in a real bed for once.

---

#### The Guide's Orders Veterans of Deathgate 21 of Granite 1074

Our miners has reported that the path to the beast Spugac Rosmic Quazi is complete. A review of our standing orders revealed a most grivous mistake. Our archers have been using bone bolts, instead of the metal granted us by **The One True God**. This mistake has been promptly corrected.

```
THE HILLIUM Y
 C: Use in combat
 c: Add item
 -+/*: Change amount
 M: Material
 d: Remove item
 T: Use in training
 SQUADS/GROUP
 AMMUNITION
 ASSIGNED
 bolts (250)
 unters
 ≡giant toad bone bolts [5]≡
 Constructive Cusps
 The Large Picks
 Ecopper bolts [25]
 Flame's Legacy
 ≡giant toad bone bolts [5]≡
 Order of the Ale
Recruits
 copper bolts [25]
 Egiant toad bone bolts [5]≡
Egiant toad bone bolts [5]√
Egiant toad bone bolts [5]√
 Recruits #2
 Butlers
 Ecopper bolts [25]
 Super Happy Team
 ≡giant toad bone bolts [5]√
 *giant toad bone bolts [5]√
 p: Positions a: Alerts e: Equip n: Uniforms u: Supplies
 f: Ammunition
 s: Schedule
 ESC: Done
 234689: Move selector
Reg Eralodkish, Elite Marksdwarf
Kogan Astathel, Elite Marksdwarf
'SenshukenVII' Rungakurdim, General
Cerol Asënsat, Elite Marksdwarf
Ber Vabôkkeshan, Elite Marksdwarf
ùshrir Erales, Elite Marksdwarf
 Pickup Equipment
 Pickup Equipment
 Pickup Equipment
 Pickup Equipment
Pickup Equipment
Pickup Equipment
```



An acolyte says that she had an odd feeling when she passed one of the spearmasters on his way into the caverns. As though he had been touched. The acolyte asked the master his name, and he stated it was Id Matulcog. We have no one on the role with that name ...

\_\_\_

Journal of Id "NCommander" Matulcog Italnis Gesis 4 of Granite 1174

```
Zuglar Ustuthtekkud. Spearmaster
"Zuglar Fencepicks"

upper body
lower body
neck
head
right upper arm
left upper arm
right lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
right lower leg
right foot
She is one hundred sixty-five years of
```

She is one hundred sixty-five years old, born on the 7th of Opal in the year 909.

Her right lower leg is running with Zuglar Fencepicks's dwarf blood. Her right lower leg is melted. Her upper body is dripping Zuglar Fencepicks's dwarf blood. Her upper body is melted. Her left lower arm is dripping Zuglar Fencepicks's dwarf blood. Her left upper leg is running with Zuglar Fencepicks's dwarf blood. Her left upper leg is melted. Her left lower leg is dripping Zuglar Fencepicks's dwarf blood. Her left lower leg is melted. Her left upper arm is dripping Zuglar Fencepicks's dwarf blood. Her left upper arm is dripping Zuglar Fencepicks's dwarf blood. Her left upper arm is melted. Her head is oozing Zuglar Fencepicks's dwarf blood. Her head is melted. Her right upper leg is dripping Zuglar Fencepicks's dwarf blood. Her right upper leg is melted. Her right hand is oozing Zuglar Fencepicks's dwarf blood. Her right lood. Her right lood. Her right lood. Her right lood. Her left cheek is burned.

No matter how many times its happened, I will never get used to being lit on fire. I'm never going to get used to that. And now since anyone who finds this journal might think I'm mad. I should probably explain.

I stated before I came from a place called Deathgate. That's true, but its not the whole story. Long story short, we dug too deep, and invaded Hell. We won. Yay us. Then a couple of overseers went mad, and decided to burn the place down. I left. End of story.



The thing is, when you've been to Hell, Hell sticks to you. In the many years of my existance, I've lived, fought, and died. I don't stay dead. I just wake up somewhere else. So, you get used to dying.

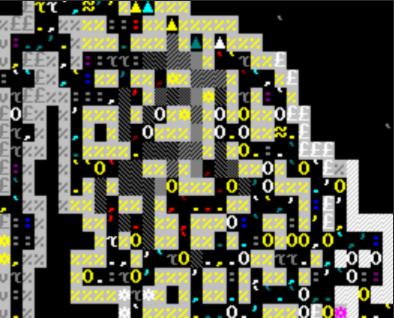
You don't get used to being ignited and melted to death.

I wish I could say the dream was crystal clear, and I understood all. I didn't. Just pieces of a larger puzzle. I was a Spearmaster ordered to fight some beast. I don't know why, just that it was.

```
a The Constructive Cusps
b The Large Picks
c Flame's Legacy
d Order of the Ale
e Recruits
f Recruits #2

K11 Spgc Rsmc Qz,
```

My unit charged into the caverns looking for this Quazi, and I had the misfortunate of finding it first. I fought, but it turned on me and blew fire.



```
The Spearmaster punches the forgotten beast in the right front paw with her left hand, bruising the muscle!

The forgotten beast misses the Spearmaster!

The forgotten beast charges at the Spearmaster!

The Spearmaster jumps away!

The forgotten beast charges at the Spearmaster!

The forgotten beast charges at the Spearmaster!

The forgotten beast collides with the Spearmaster!

The Spearmaster is knocked over and tumbles backward!

The Spearmaster is caught in a cloud of flames!

The forgotten beast misses the Spearmaster!

The forgotten beast misses the Spearmaster!

The Spearmaster jumps away!

The Spearmaster is caught in a cloud of flames!

The forgotten beast misses the Spearmaster!

The Spearmaster is caught in a cloud of flames!

The forgotten beast charges at the Spearmaster!

The Spearmaster jumps away!

The Spearmaster is caught in a cloud of flames!

The forgotten beast misses the Spearmaster!

The forgotten beast charges at the Spearmaster!

The forgotten beast charges at the Spearmaster!

The forgotten beast collides with the Spearmaster!

The Spearmaster is knocked over and tumbles backward!

The Spearmaster is caught in a cloud of flames!

The Spearmaster is caught in a cloud of flames!

The Spearmaster is caught in a cloud of flames!

The Spearmaster is caught in a cloud of flames!

The Spearmaster is caught in a cloud of flames!

The Spearmaster is caught in a cloud of flames!

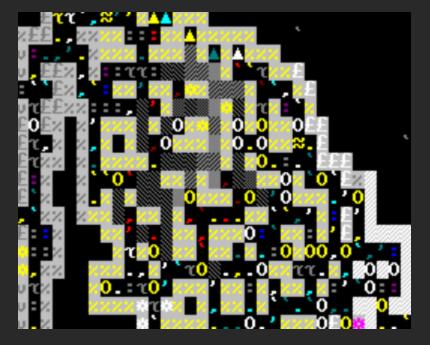
The Spearmaster is caught in a cloud of flames!

The Spearmaster is knocked over and tumbles backward!

The Spearmaster stands up.

The forgotten beast misses the Spearmaster!
```

I might bitch about being cold all the time, but this isn't how you fix it. Before I knew it, the cavern was aflame.



Before I died, our captain, someone called "Guide", fought the beast one on one. Strange name, but I used to go by "NCommander", so who am I to judge. Still, he gives me the creeps.

A tendon has been torn! The militia captain kicks the forgotten beast in the left rear leg with her right foot, bruising the muscle! The forgotten beast charges at the militia captain! The militia captain slashes the forgotten beast in the left rear paw with her Lashëdozon, fracturing the bone! An artery has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn! The forgotten beast falls over. The militia captain bites the forgotten beast in the head, tearing the muscle! The militia captain latches on firmly!
The forgotten beast breaks the grip of The militia captain's upper front teeth from The forgotten beast's head! The militia captain slashes the forgotten beast in the left rear leg with her Lashëdozon, fracturing the bone! The militia captain kicks the forgotten beast in the lower body with her left foot, bruising the muscle and bruising the guts! The forgotten beast misses the militia captain the forgotten beast misses the militia captain the forgotten beast breather fine! forgotten beast breathes rire: forgotten beast strikes at the militia captain but the shot is The militia captain stabs the forgotten beast in the upper body with her Lashëdozon, tearing the muscle and tearing the heart! A major artery in the heart has been opened by the attack! militia captain but the shot is The militia captain stabs the forgotten beast in the upper body with her Lashëdozon, tearing the muscle and tearing the heart! A major artery in the heart has been opened by the attack! "Spugac the Slaughter of Poi neck Winded

"Spugac Rosmic quazi, rorgott
"Spugac the Slaughter of Poi

upper body
lower body
neck Winded
head
right front leg
left front leg
right front paw
left front paw
right rear leg
left rear leg
right rear paw
left rear paw

At that point, the beast looked like more a pile of bone and blood than a monster.

Its heart is broken. Its heart is gouting Spugac the Slaughter of Poison's forgotten beast blood. Its left rear leg is fractured. Its left rear leg is cut open. Its left rear leg is gouting Spugac the Slaughter of Poison's forgotten beast blood. Its upper body is gouting Spugac the Slaughter of Poison's forgotten beast blood. Its upper body is dented. Its upper body is bruised. Its lower body is cut open. Its lower body is dented. Its lower body is bruised. Its right rear paw is broken. Its right rear paw is cut open. Its right rear paw is gouting Spugac the Slaughter of Poison's forgotten beast blood. Its right rear paw is dented. Its right rear leg is broken. Its right rear leg is cut open. Its right rear leg is broken. Its right rear leg is spraying Spugac the Slaughter of Poison's forgotten beast blood. Its right rear leg is dented. Its left front leg is broken. Its left front leg is cut open. Its left front leg is dented. Its second toe, left front paw is broken. Its second toe, left front paw is smashed open. Its trunk is broken. Its left rear paw is gouting Spugac the Slaughter of Poison's forgotten beast blood. Its left rear paw is dented. Its left front paw is fractured. Its left front paw is fractured. Its left front paw is cut open. Its left rear paw is dented. Its left front paw is dented. Its sughter of Poison's forgotten beast blood. Its left front paw is dented. Its left front paw is dented. Its left front paw is dented. Its right front paw is dented. Its right front paw is dented. Its right front paw is dented. Its skull is fractured. Its left cheek is dented. Its tail is dented. Its bruised. Its head's fat is gone. Its right front leg's fat is gone. Its first

!!Spugac Rosmic Quazi's corpse!!
Smoke
sand Cavern Floor

Still, I'm no closer to figuring out the mystery of this place. And I feel like I'm being watched ... I don't think I'm going to sleep any more tonight.

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 03, 2016, 02:51:44 am

Another update soon. I just accidently the military ... (didn't notice one of the FBs was a webber)

EDIT: 25 dead. Marksdwarfs are on their way

RIP the entire mining team.

It's dead. The fort lives. Total body count looks to be 23. Strangely, I managed to kill off stressed dwarf primarily. Killed off 10 lords at least. The military screen looks like swiss cheese.

Title: **Re: The Final Doom of Doomforest: The Calm Before the Storm** Post by: **NCommander** on **June 03, 2016, 05:22:15 am** 

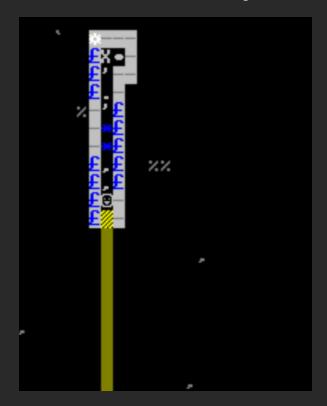
## First Acolyte of the Veterans of Deathgate 17th of Slate 1074

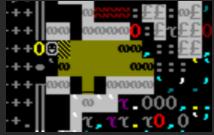
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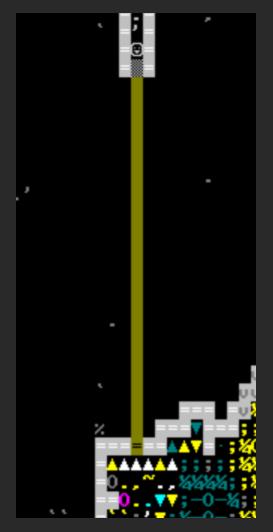
Our Guide is dead. Were it not for our timeline, I would have ordered a full month of morning over this. Perhaps he knew his time would come because just before his end, he told upon me what he had foreseen and what must be done.

I must continue his work, but before that, I must write about that brought us this ruin.

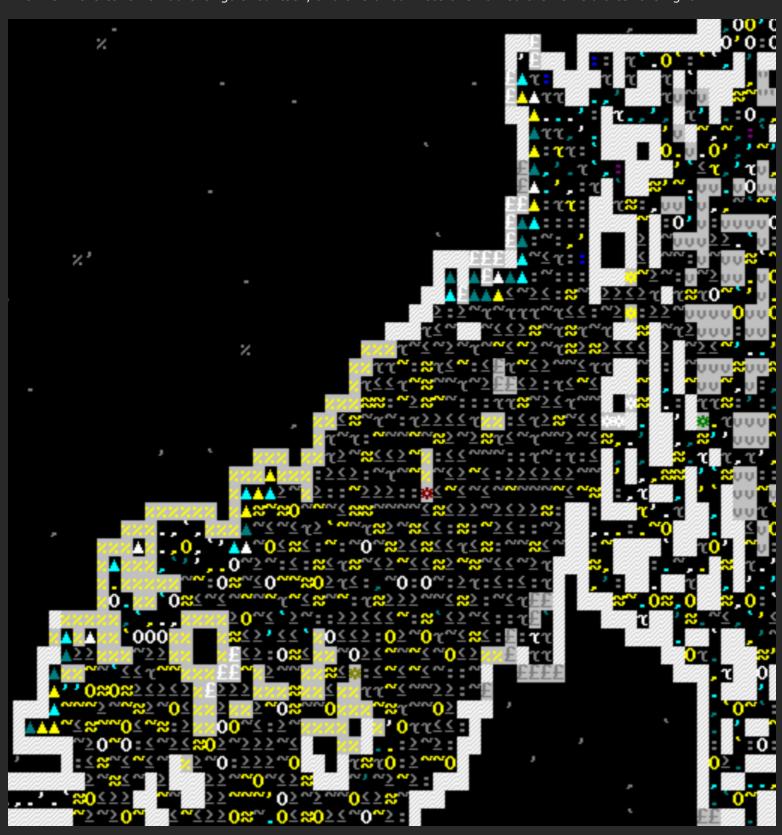
The Order of the Miner had made good headway towards carving a path for the Knights Templar to clear the scourge from the world.







The fire in the caverns had extinguished itself, and one of our veterans named their shield after the fight.



Zuglar ingizumril, Axe Lord has bestowed the name Ubasromlam upon a spore tree shield!

Press Fotor to close window

A stray goblin was found lurking in an disused section of the fort. Judgement was rendered and execution was swift.

```
A ligament in the right elbow has been torn and a tendon has been torn! The Esteel battle axeE has lodged firmly in the wound! The goblin bowman gives in to pain. The Axe Lord pulls on the embedded Esteel battle axeE. The Axe Lord hacks the goblin bowman in the head with his Esteel battle axeE and the injured part is cloven asunder! An artery has been opened by the attack! A tendon in the skull has been torn! The Esteel battle axeE has lodged firmly in the wound!
```

A report had come in that the passage to a serpent beast had been completed. The monster had taken refuge within a lake. Our Marksdwarfs were able to flush it, and a quick stroke of the axe beheaded it.

```
The forgotten beast is caught in a cloud of Lanami Poisonevils the Seducer of Plagues's forgotten beast extract!
The forgotten beast misses the Axe Lord!
The forgotten beast is caught in a cloud of Lanami Poisonevils the Seducer of Plagues's forgotten beast extract!
The forgotten beast strikes at the Axe Lord but the shot is blocked!
The forgotten beast misses the Axe Lord!
The Axe Lord hacks the forgotten beast in the neck with his ≡steel battle axe≡ and the severed part sails off in an arc!
```

```
Lanami Uthimitharumi Liÿetha Weri's neck
Lanami Uthimitharumi Liÿetha Weri's mutilated corpse
```

Hoping to captialize on this quick success, a second mining tunnel was finished. What we didn't know at the time was in addition to its bite, it was also a webber.

An enormous one-eyed spider. It has a curling trunk and it belches and croaks. Its pink exoskeleton is warty. Beware its poisonous bite!

OOC: I somehow managed to gloss over the fact it was a spider

The moment the tunnel was completed, the monstrous spider charged, and killed not only the miner, but a workdwarf not far behind him. That's when we realized our folly. Our military, who was stationed close by was quickly webbed and slaughtered.

the Forgotten Beast Thrireg Mupijat Gamo Cish is fighting! the Swordmaster Kosoth Kemsormafol is fighting!

The Hammer Lord has been knocked unconscious!
The Hammer Lord is propelled away by the force of the blow!
The forgotten beast shoots out thick strands of webbing!
The forgotten beast kicks the Swordmaster in the head with its right
third foot and the injured part explodes into gore!
An artery has been opened by the attack!
The Swordmaster has been knocked unconscious!

'Imic the 23rd' Eriblisat, Hammer Lord has been found dead.
'Guide' Memadlogem, Head of Id has been found dead.
Dastot Kadôlraz, Miner has been found dead.
Thîkut Ulzestathel, Axe Lord has been found dead.



With our military shattered, the venomous spider charged into the now unguarded gate and began to kill everything

The Minister of Engineering is propelled away by the force of the blow!
The engraver punches the forgotten beast in the left first foot with his right hand, chipping the chitin!
The forgotten beast shoots out thick strands of webbing!
The forgotten beast bites the engraver in the left foot and the injured part explodes into gore!
An artery has been opened by the attack!
Forgotten beast extract is injected into the the engraver's dwarf blood!
The forgotten beast latches on firmly!
The forgotten beast shakes the engraver around by the left foot and the severed part sails off in an arc!
The left foot is ripped away and remains in The forgotten beast's grip!
The forgotten beast kicks the engraver in the head with its right first foot and the injured part explodes into gore!
An artery has been opened by the attack!
The forgotten beast shoots out thick strands of webbing!



Marksdwarfs were already in route, but the spider fled into the cavern stockroom and managed to get a few who had not headed the burrow orders. Two swordmasters near by died valiantly trying to save them



```
The forgotten beast shoots out thick strands of webbing!
The forgotten beast bites the Swordmaster in the head, bruising the fathrough the Esteel helmE!
The forgotten beast latches on firmly!
The forgotten beast shakes the Swordmaster around by the head, tearing apart the head's muscle!
An artery in the head has been opened by the attack!
The forgotten beast shakes the Swordmaster around by the head, tearing apart the head's muscle!
An artery in the head has been opened by the attack!
The forgotten beast kicks the Swordmaster in the head with its left second foot and the injured part collapses!
An artery has been opened by the attack!
The Swordmaster is propelled away by the force of the blow!
Rith Bomrekdegël, Furnace Operator has been found dead.
The forgotten beast kicks the Spearmaster in the head with its right first foot and the injured part explodes into gore!
```

Just then, one of the marksdwarfs arrived. He hadn't reloaded metal bolts, but flying bone finally managed to get the first blood against this monster. The bolt managed to cripple one of its legs. With its mobility impaired, it chose to defend itself instead of risking attack.

```
The flying (*draltha bone bolt*) strikes the forgotten beast in the left third leg, tearing the fat and bruising the muscle!
A ligament has been torn and a tendon has been torn!
The forgotten beast shoots out thick strands of webbing!
The flying (*draltha bone bolt*) strikes the forgotten beast in the left third leg, tearing the fat and bruising the muscle!
A ligament has been torn and a tendon has been torn!
```

However, its webs prevented us from getting anywhere close to landing a blow. Our marksdwarves would get webbed before they could fire a shot.



With careful manipulation, we were able to surround the nightmare and slay it. 23 are dead in its rampage, half of which were swordmasters, and spearmasters, and one unlucky marksdwarf.

| Created Wealth:                                                 | Population:                                   | 125             |                  |                                                 |               |                         |
|-----------------------------------------------------------------|-----------------------------------------------|-----------------|------------------|-------------------------------------------------|---------------|-------------------------|
| You need a broker with the appraisal skill.                     | Miners<br>Woodworkers<br>Stoneworkers         | (1) (1) (1) (1) | 2<br>4<br>4<br>2 | Axedwarves Axe Lords Swordsdwarves Swordmasters | 0 0 0 0       | None<br>11<br>None<br>6 |
| Trade Information:                                              | Rangers<br>Metalsmiths<br>Jewelers            | (i)             | 7 2              | Macedwarves Mace Lords                          | 3             | None<br>1               |
| You need a broker with the appraisal skill.                     | Craftsdwarves<br>Nobles/Admins<br>Peasants    | 0 0 0           | 11<br>3<br>None  | Hammerdwarves Hammer Lords Speardwarves         | 8 8           | None<br>1<br>None       |
| Food Stores: 32260                                              | Dwarven Childrn<br>Fishery Workers<br>Farmers | (C) (C) (C)     | 29<br>2<br>26    | Spearmasters Marksdwarues Elite Mrksdwrus       | <b>3</b> 83 8 | 5<br>None<br>7          |
| Meat 6676 Seeds 1105 Fish 391 Drink 8666 Plant 1710 Other 13712 | Engineers<br>Trained Animals<br>Other Animals |                 | 1<br>3<br>230    | Wrestlers<br>Elite Wrestlers<br>Recruit/Others  |               | None<br>1<br>None       |

The battle is over, but webs lay all over the cage traps. Already a survivor of the battle has gotten caged.

```
Weight: 248

Uses and Contents:

ushrir Erales, Elite Marksdwarf

More information (DFHack):

A cage can be made of glass, metal or wood. All materials are equally strong as cages can not be broken, however the weight of the material affects the time taken to move cages. Cages can be combined with a mechanism to create a cage trap. Cages can also be built as furniture, after which they can store an infinite number of animals or prisoners.

Temperature: 7°C (10014U)
Color: rust

f: Forbid

d: Dump h: Hide

-+/*: Scroll
Set Follow Hotkey (F1 etc.): None
```

The question now is how do We move forward towards reaching the Holy Land and the One True God  $\dots$ 

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on June 03, 2016, 05:59:31 am

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on June 03, 2016, 10:42:33 am

Ryukan lay the message sheet down, thanked the black-robed messenger and just laughed.

That fool, he died because of a forgotten spider. In the end, Imic died not by my hands, but by a beast.

He laughed as the funeral message got soaked in the rain. The rain soaked him and the Walls of the City of Palanthas before him.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on June 03, 2016, 11:36:26 am

Am I still alive?

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on June 03, 2016, 12:35:25 pm

Quote from: Gwolfski on June 03, 2016, 11:36:26 am

Am I still alive?

Probably, but not for long I would think. /OOC

D3 had walked the halls of this fort many times. He knew it better than he knew some of his family. Thus it pained him all the more to know that it was dying. He sat at his desk, writing what would likely be his last letter to anyone. It read:

Dear Mother;

I'm writing this to inform you that I have failed in our goal. I have been out played, and there are too many forces arrayed against me for there to be any reasonable hope of scavenging this. Hell itself has been breached, and while the breach has been contained for now, it will likely not remain so for long. I'll do what I can, but I doubt that I'll be able to keep the mad-dwarves here from opening it for much more than a year, likely less.

There is also the threat posed by the Dark One, and his associates, the gods Gogol and Nifh. They seek not only the destruction of this fort, but of all life as we know it. I had hoped that by completing the plan we would have the power to oppose them, but it will not happen here. If you wish to try again, put things into motion now, do not wait for word of the doom of this place to reach you first. You also may want to name the next place something a little less ominous. There are forces in this world that are all to happy to make sure that such names are lived up to.

Your son, Drazoth the Third.

Sealing the envelope, he hands it to Kronk, telling him to stay away from this place, as he would not survive if he were to remain. Tears in his eyes, Kronk bows his head and starts packing for the long trip back to The Family's home. Once he left, D3 drank every drop of rum he had, and began to plan. For he would not surrender all he and his siblings had worked for without a fight.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on June 03, 2016, 01:58:15 pm

Right.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on June 03, 2016, 02:18:03 pm

Gameplay AND Roleplaying together... The end times truly cometh.

You know, I just reread the old thread up to here, and it pains me that we now stand in the climax of this saga, when fate hangs on a knife edge.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Taupe on June 03, 2016, 03:04:12 pm

Did you seriously just murder the Prime Minister on a whim. >:(

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Gwolfski on June 03, 2016, 05:47:52 pm

Oh dear.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: **TheFlame52** on **June 03, 2016, 06:28:43 pm**

I haven't had a computer for a few days, so

- 1. FUCKING HELL READ MY NOTES I TOLD YOU ALL THIS ESPECIALLY THE BIT ABOUT THE OBSIDIAN FLOORS
- 2. GODDAMMIT MAN YOU DEFINITELY ON PURPOSE THE WHOLE MILITARY
- 3. BLOODY HELL HOW DWARVEN

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 03, 2016, 06:58:10 pm

Quote from: Taupe on June 03, 2016, 03:04:12 pm

Did you seriously just murder the Prime Minister on a whim. >:(

You're going to have to be more specific. I killed **a lot** of things on my turn.

Quote from: Gwolfski on June 03, 2016, 11:36:26 am

Am I still alive?

For the moment. I'm working on that.

### Quote from: TheFlame52 on June 03, 2016, 06:28:43 pm

I haven't had a computer for a few days, so

- 1. FUCKING HELL READ MY NOTES I TOLD YOU ALL THIS ESPECIALLY THE BIT ABOUT THE OBSIDIAN FLOORS 2. GODDAMMIT MAN YOU DEFINITELY ON PURPOSE THE WHOLE MILITARY
- 3. BLOODY HELL HOW DWARVEN

eeek, I've been flamed.

- 1. The notes in-game don't say anything about obsidian floors. It says use ramps to cave them out but nothing about floors under grates.
- 2. "Eh, kinda" Doomforest is almost forgetten beast free.
- 3. There's a bunch of other merchants stuck in the depo. I want to murder them, but I think Imic might be upset if I left the fort in the middle of a loyalty cascade ...

I didn't have time to read the entirety of the Doomforest threads. We need a summary ... or a tytropes page.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on June 03, 2016, 07:08:21 pm

Quote from: Taupe on June 03, 2016, 03:04:12 pm

Did you seriously just murder the Prime Minister on a whim. >:(

Oh god... Not him... All is truly lost...

Can we revert the save???

And I'm a troper, and it is time we had a page, anyone want to do the honors?

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on June 03, 2016, 07:21:04 pm

Quote from: NCommander on June 03, 2016, 06:58:10 pm

Quote from: Taupe on June 03, 2016, 03:04:12 pm

Did you seriously just murder the Prime Minister on a whim. >:(

You're going to have to be more specific. I killed a lot of things on my turn.

I didn't have time to read the entirety of the Doomforest threads. We need a summary ... or a tvtropes page.

The PM was the oldest surviving Citizen of Doomforest, and a beloved goblin, the founder of the Ministry, and the last relic of the Mad Doctor; he who singlehandedly saved Doomforest with soap. So forgive us if we revert the save

### Post by: **NCommander** on **June 03, 2016, 07:29:55 pm**

Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Quote from: TheImmortalRyukan on June 03, 2016, 07:21:04 pm

Quote from: NCommander on June 03, 2016, 06:58:10 pm

Quote from: Taupe on June 03, 2016, 03:04:12 pm

Did you seriously just murder the Prime Minister on a whim. >:(

You're going to have to be more specific. I killed a lot of things on my turn.

I didn't have time to read the entirety of the Doomforest threads. We need a summary  $\dots$  or a tytropes page.

The PM was the oldest surviving Citizen of Doomforest, and a beloved goblin, the founder of the Ministry, and the last relic of the Mad Doctor; he who singlehandedly saved Doomforest with soap. So forgive us if we revert the save

Oh ... frig ... I didn't know >.<; As I said, I kinda got thrown in and didn't have a chance to read the entirety of the thread (just this one) to catch up).

Part of me though likes a cult that took over and has managed to murder everything loved and cherished in the name purity. I'm very good at destroying peace.

### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: NCommander on June 03, 2016, 09:00:04 pm

OOC: Problem solved

#### First Acolyte of the Veterans of Deathgate 24th of Slate 1074

There has been an awakening. Unbeknownst to us that goblin had been a local deity worships in times before.

### [DFHack]# full-heal -r

We felt The One True God reach out, and the Prime Minster has risen.



He now sits in his quarters, engaged but alive. I will have the area walled off as a precaution.



OOC: I'm tempted to set his tags to Undead/Opposed to life since I messed with the natural order of things. I know my way around DFHack. Alternatively, I could make him a noble ...

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: Drazoth on June 03, 2016, 09:23:59 pm

Make him a noble, that is undead and opposed to life.... the resulting RP will be delicious.

## Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 03, 2016, 09:33:24 pm

Quote from: Drazoth on June 03, 2016, 09:23:59 pm

Make him a noble, that is undead and opposed to life..... the resulting RP will be delicious.

Undead or Opposed to life might be hard coded hostility. I can make him a noble relatively easy with DFHack. I've got a copy of the save before I resurrected him, and now I'm tinkering with his soul to see what I can do with it.

EDIT: Yeah, I was right. Opposed to life is implemented as a type of craziness. If I set it, I can't do anything else with him unless I get very clever.

EDIT 2: Might be able to make him an undead vampire. Still tinkering.

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: TheImmortalRyukan on June 03, 2016, 10:00:13 pm

Just "make-monarch" him and do what should've been done long ago... (A goblin king of Dwarves...)

# Title: Re: The Final Doom of Doomforest: The Calm Before the Storm Post by: NCommander on June 03, 2016, 10:05:58 pm

Quote from: TheImmortalRyukan on June 03, 2016, 10:00:13 pm

Just "make-monarch" him and do what should've been done long ago... (A goblin king of Dwarves...)

Doesn't work with this version. I need to fiddle with his flags to make a him part of the civ before I can smack that in place and then add a prime minster position. RIght now, I've gotten as far as making him a were-dwarf.

# Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 03, 2016, 10:14:44 pm

Changed title of thread, main page gonna finally updating tomorrow, with updated turn list

Find a way to make him king... Or else

# Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 03, 2016, 10:17:58 pm

Quote from: TheImmortalRyukan on June 03, 2016, 10:14:44 pm

Changed title of thread, main page gonna finally updating tomorrow, with updated turn list

Find a way to make him king... Or else

I was actually going to add a "Prime Minster" noble, or at least rename the king. The problem is the group tables. If I do this right, he should be friendly, though I \*might\* cause a loyality cascade.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 03, 2016, 10:22:32 pm

Prime Minister will do, just make his authority higher than the king, and his requirements none.

Smunstu will rule during Doomforest's final years, as foretold by the scrolls.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 03, 2016, 10:30:34 pm

Partial success! He's off the invader list and on the citizens list.

Citizens (123) Pets/Livestock (231) Others (126) Dead/Missing (2709)

Monom Loloretas, Macedwarf Smunstu Olngöotub, Goblin Bowman Drink Soldier

Pickup Equipment

'Kevral' Orsharäs, Recruit Ber Vabôkkeshan, Peasant

Store Item in Stockpile
hat he is. THe usual fix was to force a

His thoughts are **fun** to read. Right now, he's in this weird state where the game isn't sure what he is. The usual fix was to force a strange mood which gets him added to the civilization vectors. I'm tempted to force him into a fell mood because he's damn pissed. I'll do that after I get him nobled.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 03, 2016, 10:35:37 pm

Rename him "Smunstu The Ageless King"

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 03, 2016, 10:37:32 pm

Quote from: TheImmortalRyukan on June 03, 2016, 10:35:37 pm

Rename him "Smunstu The Ageless King"

Working on it. Any objections if I force him to have a Fell Mood? Figure its karma for killing him once.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 03, 2016, 10:58:09 pm

Quote from: NCommander on June 03, 2016, 10:37:32 pm

Quote from: TheImmortalRyukan on June 03, 2016, 10:35:37 pm

Rename him "Smunstu The Ageless King"

Working on it. Any objections if I force him to have a Fell Mood? Figure its karma for killing him once.

Just post the combat log

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 03, 2016, 11:07:39 pm

Quote from: TheImmortalRyukan on June 03, 2016, 10:58:09 pm

Working on it. Any objections if I force him to have a Fell Mood? Figure its karma for killing him once.

Just post the combat log [/quote]

There isn't one for Fell moods. He'll walk up to another dwarf, off them immediately (no save), then turn him into an artifact. Amusing, his life goal is to create a masterwork.

I've got the entities table mostly edited. He's now showing up as "prime minster" on both the nobles screen, and on the units list, though his job section hasn't gone purple "Noble" (though that might have been removed). Should I completely remove his room requirements? I've left him with the ability to mandate, and demand, as well as be justice immune.

We also have a few unused noble positions I can abuse if we want to add anyone else to the "n" screen.

EDIT: Embrace the DFHack

Smunstu Olngöotub, prime minister
prime minister Smunstu Olngöotub, prime minis[REQUIRE][DEMAND][MANDATE]

EDIT 2: also still need to undead him. Maybe make him a vampire if I can figure out the necessary entity tags.

EDIT 3: Internally, he's using the MONARCH tag. So we'll never get a king normally unless he goes splat. He's not showing up on the 'c' screen either, so there's a good chance legends mode might be wonky.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 03, 2016, 11:10:04 pm

No, room requirements, we'll give him a nice mansion anyways

Title: **Re: The Final Doom of Doomforest: The War Against Hell** Post by: **NCommander** on **June 03, 2016, 11:17:17 pm** 

= true

Quote from: TheImmortalRyukan on June 03, 2016, 11:10:04 pm

No, room requirements, we'll give him a nice mansion anyways

Cleared. Do you want him in standard purple, or change his color? Figure while I'm here I might as well go all out. I'll post his thoughts and information once I'm done tinking with the world's soul.

 $[lua] \# \sim df. historical\_entity. find (df. global.ui.civ\_id). positions. own [0]. responsibilities$ 

<book|[]: 0x3ac2a7ac>

RECEIVE\_DIPLOMATS

LAW\_MAKING = true LAW\_ENFORCEMENT = false

MEET WORKERS = false MANAGE\_PRODUCTION = false TRADE = false ACCOUNTING = false ESTABLISH\_COLONY\_TRADE\_AGREEMENTS = false MAKE\_INTRODUCTIONS = false MAKE\_PEACE\_AGREEMENTS = false MAKE\_TOPIC\_AGREEMENTS = false COLLECT\_TAXES = false ESCORT\_TAX\_COLLECTOR = false = false **EXECUTIONS** TAME\_EXOTICS = false RELIGION = false ATTACK\_ENEMIES = false PATROL\_TERRITORY = false MILITARY\_GOALS = true MILITARY\_STRATEGY = false UPGRADE\_SQUAD\_EQUIPMENT = false  $EQUIPMENT_MANIFESTS = false$ SORT AMMUNITION = false BUILD MORALE = false HEALTH\_MANAGEMENT = false [lua]#

I'm going through his responsibilities tags now. Anything we want set here?

EDIT: He can still make mandates, up to 5, and up to 10 demands. I'm not 100% either will work. I don't think he has preferences.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Taupe on June 03, 2016, 11:24:15 pm

It's okay if we never get a king, Smunstu is the only king we need. The old witch just died anyway, so the timing is perfect.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 03, 2016, 11:43:45 pm

Here's his current descrption page. I need to add some preferences so mandates and demands will work. You chose a great PM:)

### Smunstu Olng"otub, "Smunstu Monsteryearlings", prime minister

Smunstu Olng"otub is lost in rage. He doesn't feel anything after experiencing trauma. He is shaken after suffering a major injury. He feels satisfied upon improving fighting. He feels satisfied upon improving sword. Within the last season, he didn't feel anything while in conflict. He was frustrated after being kept from alcohol for too long. He was frustrated after a lack of decent meals for too long. He was frustrated after being unable to admire art for so long. He was frustrated after leading an unexciting life for so long. He was frustrated after being unable to fight for too long. He was frustrated after a lack of trouble-making for too long.

He is a citizen of The Frilly Plagues. He is the prime minister of The Town of Stroking.

He is two hundred twenty-eight years old, born on the 16th of Timber in the year 846.

His hair is extremely long. He is tall and incredibly skinny. He has a very clear voice. He has a broad round chin. His red eyes are sunken. His nose bridge is convex. His eyebrows are quite long. His head is somewhat short. His hair is fuchsia. His skin is dark

He is incredibly quick to heal, but he is quick to tire and clumsy.

He has a great kinesthetic sense, a sharp intellect and the ability to focus, but he has a shortage of patience, poor spatial senses, lousy creativity and a lack of understanding of social relationships.

Like others in his culture, he believes that the acquisition of power over others is the ideal goal in life and worthy of the highest respect, finds the idea of laws abhorrent, is repelled by the idea of honesty and lies without compunction, is disgusted by the idea of fairness and will freely cheat anybody at any time, has abandoned any attempt at self-control and finds the whole concept deeply offensive, thinks that the entire concept of sacrifice for others is truly disgusting, disdains loyalty, finds himself somewhat disgusted with eloquent speakers, thinks that introspection is valueless and those that waste time in self-examination are deluded fools, can't fathom why anyone would want to live in an orderly and harmonious society, has a deep dislike of the natural world, values cunning, values independence, values martial prowess, finds friendship burdensome, disregards tradition, dislikes cooperation, prefers a noisy, bustling life to boring days without activity, sees working hard as a foolish waste of time, sees perseverance in the face of adversity as bull-headed and foolish and sees war as a useful means to an end. He personally believes that the creation and appreciation of artwork is one of the highest ideals, greatly respects those that observe decorum and maintain their dignity and sees no value in holding back complaints and concealing emotions. He dreams of creating a great work of art.

He very easily falls into love and develops positive feelings. He is very quick to anger. He feels strong urges and seeks short-term rewards. He generally acts impartially and is rarely moved to mercy. He is quite polite. He tends not to be swayed by emotional appeals. He isn't particularly curious about the world. He does not go out of his way to help others. He likes to brawl. He is quite comfortable with others that have a different appearance or culture. He rarely feels discouraged. He is quick to form negative views about things. He tries to keep his things orderly. He likes a little excitement now and then. He takes offered help and gifts without feeling particularly grateful. He often feels envious of others. He is often nervous. He can occasionally lose focus on the matter at hand. He holds his breath when he's nervous. His voice trails off when he is thinking about something. When he's thinking hard, he has a habit of licking his lips. He needs alcohol to get through the working day. He doesn't really care about anything anymore.

A medium-sized humanoid driven to cruelty by its evil nature.

Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: Taupe on June 04, 2016, 12:02:31 am

Wow thats... actually quite in line with what has happened so far, as far as personalities go.

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 12:04:41 am

Quote from: Taupe on June 04, 2016, 12:02:31 am

Wow thats... actually quite in line with what has happened so far, as far as personalities go.

:)

Any ideas on material preferences, favorite booze, loved animals, hated animals? I need to set them so he'll fully work as a noble. Right now, I just have steel, and breastplates, and liking trolls, but we can get silly like detesting dwarfs (or liking them for their engineering)

He needs at least five items he likes to get all five mandates. Material preferences will be used when I force his mood and in demands.

#### Maybe:

Hates dwarfs Likes bows (he was a bowman) Likes breastplates Likes crowns Likes jewelry Likes beds (hoping for the dwarven bone bed) Favorite material: steel Favorite animal: troll

Favorite drink: Dwarven ale

Basically, hates dwarfs, but is here cause he likes their booze and steel. He should get a bad thought every time he sees a dwarf.

EDIT: ... we have a bunch of other caged goblins. I think we found the prime minsters cabinet

## Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: NCommander on June 04, 2016, 12:28:29 am

beds, Smunstu Olngöotub likes battle axes, breastplates, shields/bucklers, steel, slade and trolls for their terrifying features. When possible, he prefers to consume dwarven wine. He absolutely detests dwarves.

I think my work is done here. Tinkering with the soul is hard work. Depending on how long my turn lasts, I might free the other goblins and install them with a cabient. Doing preferences to make them fully work is kinda irritating though.

EDIT: I gave him a preference for slade on the hope he'll make unreasonable demands. Couldn't find the subtype for bows, and I was kinda "fuck it". He learned to like axes after he saw how easily his head was chopped off by one.

EDIT 2: damnination, I can't force him into a fell mood. Bug in DFHack. Recompiling. I'm going to cause awesomeness by hell or high water.

#### Title: Re: The Final Doom of Doomforest: The Calm Before the Storm

Post by: Imic on June 04, 2016, 01:38:13 am

Gardrok held sih grandson's lifeless body in his hands. He did not cry, he was too dehydrated to cry any more then he had already. Gordak was taking it worse. He had locked himself in his room, and refused to come out. Gardrok looked over the body again. May-This wasn't imic's body.

His old scar from his battle with Ryukan was missing. So was that grey hair in his beard.

He continued looking until he was certain that this was not imic. He shared his findings with the others. But then... What happened? Said Goken.

Could it- no! Not the- Oh no...

He's... Not on Undarak... Where he should be...

Oh dear...

To... The echo...

Well. It's time then, that we stopped playing the fool. Where were the cogs from the portal?

The paladins burst into the portal room, which was filled with cultists from another dimension. They were trying to fix the portal. Gordak through the fighting, and fitted the cogs back into place. He signalled to Gardrok, who kic shouted:

'THINGS ARE ABOUT TE GET REAL, NOW!'

### \*\*\*\*\*\*\*\*\*\*\*

### Eons into the future

Imic woke up. He looked around. He walked in a direction, not really choosing it properly. Suddenley, a huge shadow appeared above him. poooooweeeer...

unlimited poooower....

Heeeeelp... Meeeeeeee...

So, he said. This is the final fate of Ryukan. A shadow of his formar self. DO YOU EVEN RECOGNISE ME?! The shadow hissed, and scarpered.

Imic opened a book, which he took from seemingly nowhere, and read it. As he read, light flowed freely from the book, and in a blinding flash, imic was gone.

#### \*\*\*\*\*\*\*\*\*\*\*\*

Sir! What is it!?

Gardrok was busy with cultist corpses.

It's smunstu... He's died!

Everyone stopped.

Wh- what?!

Не-

Another messenger ran in and whispered in the last messenger's ear, before running off.

Scratch that, he was ressurected.

Oh thank all of the gods in every universe.

So... What happened? It was a bit later, and Goken was pestering Gardrok. It was a time anomaly. This dosn't happen much, if he died in his current body he should have been teleported away, with an exact replica left behind. Except, this isn't an exact replica.

So... He's not on Undarak?

Yup. He's two million, billion, kajillion years into the future. Which is why we're messing with the portal. Time has kept him alive so as to fix itself. We can only guess why, though.

So, i-

THE PORTAL IS OPERATIONAL

To be continued...

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Gwolfski on June 04, 2016, 02:06:28 am

I think... Yes, The prime minister needs a holiday....

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 03:10:14 am

I managed to get him to go into a mood and claim a workshop, but it turns out the rest of the fort is hostile to him. I'm trying to figure out how to fix that now. Suspect he's missing a tag.

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Gwolfski on June 04, 2016, 03:46:58 am

Hmmm.... compare tags on citizens and the minister. Might've missed something or made a typo.

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 03:56:29 am

Quote from: Gwolfski on June 04, 2016, 03:46:58 am

Hmmm.... compare tags on citizens and the minister. Might've missed something or made a typo.

Progress. The problem is with the historical figures. I've got him now to be a full citizen and member of Doomfortress. I've got him nonhostile to the rest of the fort. Guests are another matter. He crossed paths with a human bowman who OHKOed him.

EDIT: Attempt 2 had him survive after I killed the humans with DFHack. He was immediately carted off to the hospital. He's being treated as a full member of the fort. Its possible the humans have a nemesis tag which is why they're attacking him.

## Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: Gwolfski on June 04, 2016, 05:51:29 am

We need a security department.

Edit: One that actually works, unlike the others... I'm not pointing fingers, you know who it was...

### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: NCommander on June 04, 2016, 06:29:09 am

Got it fixed. he had some garbage in his "enemy" struct which should have been zeroed out. He's now behaving like a normal member of the fort. He sometimes seems to loose his king position though. Not sure what's causing that ...

EDIT: and yes, he does get bad thoughts from passing other dwarves in the place. Mission accomplished.

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 04, 2016, 06:43:56 am

Prince Smunstu of the Goblins, after having his throne taken from him, has planned this day from the start, now he rules not only Doomforest, but the entirety of the Dwarven Kingdom itself!

#### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: Gwolfski on June 04, 2016, 06:57:12 am

And he's going on a vacation soon!

### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: NCommander on June 04, 2016, 07:18:20 am

Quote from: Gwolfski on June 04, 2016, 06:57:12 am

And he's going on a vacation soon!

If by vacation you mean "Get Revenge", you're right. I've already tested the fell mood, it works (and I got a few nifty artifacts on my test copies of Doomforests). Making sure there are no more hiccups, then I'm going to write the update.

EDIT: I am curious how many people know what a fell mood actually is, given how rare they are ...

### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: TheImmortalRyukan on June 04, 2016, 07:56:40 am

I've had one or two, they only typically happen in forts that have gone to sh\*t, like ours 0:D

And the pop drops by one

## Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: NCommander on June 04, 2016, 08:12:27 am

#### Unknown

The One True God looked upon the world, and saw the soul of a most pitiful creature. He saw the creature cut down In His Name, in defiance of the plan.

**He** looked at the creature in a way only the gods can look.

```
FPS: 100 (49)
 ■ GameMaster's editor
<unit: 0x17a6d178> Help (?)
Search (s):
 <language_name: 0x17a6d178>
custom_profession
 0 (MINER)
profession
profession2
 0 (MINER)
race
 468
 <coord: 0x17a6d208>
pos
 <coord: 0x17a6d20e>
idle_area
idle_area_threshold
idle_area_type
 -1 (None)
follow_distance
 \langle unit.T_path: 0x17a6d220 \rangle
path
 <unit_flags1: 0x17a6d258>
f lags1
 <unit_flags2: 0x17a6d25c>
flags2
 \langle unit_flags3: 0x17a6d260 \rangle
flags3
 <unit_flags4: 0x17a6d264>
flags4
 <unit.T_meeting: 0x17a6d268>
meeting
caste
sex
 10541
id
 Ø
unk_100
 :DFHack=
```

**His** followers had saw this simple creature as a leader, despite not even being able to communicate. **He** thought this blind devolution was amusing, and so took the world upon the Great Forge, and worked.

```
The Nobles and Administrators of Okbodfotthor FPS: 100 (47)
 Smunstu Olngöotub, prime minis[REQUIRE][DEMAND][MANDATE]
`Drokles II' Mözirlikot, Manag<mark>[REQUIRE]</mark>[DEMAND][MANDATE]
`Dark Two' Ulzestbomrek, Klan-[REQUIRE][DEMAND][MANDATE]
`SenshukenVII' Rungakurdim, Ge[REQUIRE][DEMAND][MANDATE]
prime minister
mayor
captain of the guard
militia commander
hammerer
 Drokles II' Mözirlikot, Manag[REQUIRE][DEMAND][MANDATE]
 Edzul Babinoltar, chief medica[REQUIRE][DEMAND][MANDATE]
chief medical dwarf
broker
 `Drokles II' Mözirlikot, Manag<mark>[REQUIRE]</mark>[DEMAND][MANDATE]
bookkeeper
militia captain
 Ast Oddomlikot, militia captai[REQUIRE][DEMAND][MANDATE]
militia captain
 'Hans' ìnallolor, Butler
militia captain
 [REQUIRE][DEMAND][MANDATE]
 Degël Amemlokum, militia capta[REQUIRE][DEMAND][MANDATE]
militia captain
militia captain
 VACANT
 VACANT
militia captain
 NEW
militia captain
Enter: View Unit/Fill Vacancy
 r: Replace
 s: Settings
8293: Scroll
 ESC: Done
```

As **He** worked, he learned (in the sense that gods can learn), that this Smunstu had harbored a desire, and his inability to complete it had caused him to resent all those who how to create.

and sees war as a useful means to an end. He personally believes that the creation and appreciation of artwork is one of the highest ideals, greatly respects those that observe decorum and maintain their dignity and sees no value in holding back complaints and concealing emotions. He dreams of creating a great work of art.

And made one final touch **His** work ...

---

Smunstu had seen his own death. He felt himself leaving this mortal coil as those horrible dwarfs finally ended his miserable existence, and then suddenly everything stopped. He was denied his freedom!



He felt something snap inside. He had understanding! He felt strange ...

Smunstu Olngöotub, prime minister Strange Mood

He looked down, and saw his own dead body and ...

<mark>Smunstu Olngöotub, prime minister has been found dead.</mark> Smunstu Olngöotub, prime minister looses a roaring laughter, fell and ter rible!

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 04, 2016, 08:33:17 am

... What just happened?

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 08:37:15 am

Quote from: TheImmortalRyukan on June 04, 2016, 08:33:17 am

... What just happened?

I made him a full member of the civilization, made him king, then gave him a fell mood.

Or in other words: He reported himself dead, then snapped and decided to complete his life goal in the only way he knows how. With dwarven bone.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 04, 2016, 09:24:03 am

Quote from: NCommander on June 04, 2016, 08:37:15 am

Quote from: TheImmortalRyukan on June 04, 2016, 08:33:17 am

... What just happened?

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Or in other words: He reported himself dead, then snapped and decided to complete his life goal in the only way he knows how. With dwarven bone.

Can we sees the finished product

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 09:27:04 am

Quote from: TheImmortalRyukan on June 04, 2016, 09:24:03 am

Can we sees the finished product

He hasn't finished it yet. The fort is running a glacier 4 FPS at best. He just got the body back to the workshop.

EDIT: Looks like he took out an Axe Lord. I had the military stood down to increase hauling, so I'm not completely sure.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 04, 2016, 09:33:44 am

Quote from: NCommander on June 04, 2016, 09:27:04 am

Quote from: TheImmortalRyukan on June 04, 2016, 09:24:03 am

Can we sees the finished product

He hasn't finished it yet. The fort is running a glacier 4 FPS at best. He just got the body back to the workshop.

EDIT: Looks like he took out an Axe Lord. I had the military stood down to increase hauling, so I'm not completely sure.

Imagine the look of horror on the dwarves faces when their King just storms down the hallway, delivers a martial arts punch to the neck of an esteemed warrior, and just drags the corpse down the hallway as quick as he came

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Imic on June 04, 2016, 09:34:22 am

... So. We've devolved to the point where we are editing the oldest resident of the fortress with dfhack so that he is completely unlike the prime minister we knew and loved. Maybe the paladins should join Imic in the far future. It's nicer there.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 09:37:46 am

Quote from: TheImmortalRyukan on June 04, 2016, 09:33:44 am

Imagine the look of horror on the dwarves faces when their King just storms down the hallway, delivers a martial arts punch to the neck of an esteemed warrior, and just drags the corpse down the hallway as quick as he came

It gets better. He was witnessed in the act, but because he's justice immune, its letting me select a dwarf to convict. I'm debating who to pin this on.

Quote from: Imic on June 04, 2016, 09:34:22 am

.. So. We've devolved to the point where we are editing the oldest resident of the fortress with dfhack so that he is completely unlike the prime minister we knew and loved. Maybe the paladins should join Imic in the far future. It's nicer there.

I haven't had a chance to read the old threads. After he comes out of his mood, I'm going to make him a tavern keeper and not muck with his soul anymore. We can call it a moment of temporary insanity.

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Imic on June 04, 2016, 09:50:42 am

Quote from: NCommander on June 04, 2016, 09:37:46 am

Quote from: TheImmortalRyukan on June 04, 2016, 09:33:44 am

Imagine the look of horror on the dwarves faces when their King just storms down the hallway, delivers a martial arts punch to the neck of an esteemed warrior, and just drags the corpse down the hallway as quick as he came

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I haven't had a chance to read the old threads. After he comes out of his mood, I'm going to make him a tavern keeper and not muck with his soul anymore. We can call it a

If yer gonna go this far, i might as well use the portal to ressurect every goddamn person in this fortress. Sorry, i don't really like cheating.

Sorry.

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 09:53:02 am

Quote from: Imic on June 04, 2016, 09:50:42 am

If yer gonna go this far, i might as well use the portal to ressurect every goddamn person in this fortress. Sorry, i don't really like cheating.

I resurrected him because I didn't know his importance. It expanded from there. I'm willing to either scrap my turn, or restart if people don't like it. I'm not here to shit on anyone's fun.

(also, as karma, he made a crown with no description).

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Imic on June 04, 2016, 09:54:29 am

Quote from: NCommander on June 04, 2016, 09:53:02 am

Quote from: Imic on June 04, 2016, 09:50:42 am

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I resurrected him because I didn't know his importance. It expanded from there. I'm willing to either scrap my turn, or restart if people don't like it. I'm not here to shit on

(also, as karma, he made a crown with no description).

Well, dammit. All in favour of restarting, shout 'something obvious'

Sorry about all of this.

Oh my god, why am i being a moron. I blame puberty.

#### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 10:02:49 am

Quote from: Imic on June 04, 2016, 09:54:29 am

Quote from: NCommander on June 04, 2016, 09:53:02 am

Quote from: Imic on June 04, 2016, 09:50:42 am

Sorry.

I resurrected him because I didn't know his importance. It expanded from there. I'm willing to either scrap my turn, or restart if people don't like it. I'm not here to shit on anyone's fun.

(also, as karma, he made a crown with no description).

Well, dammit. All in favour of restarting, shout 'something obvious' Sorry about all of this.

I actually have a save right after I resurrected him but before I gave him the mood. That's a second choice vs. scraping the entire thing. At this point though, I kinda feel like I'm pissing on this thread so I'm going to go lie down, and may forfeit my turn when I get back up.

Not sure yet.

### Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Mr Frog on June 04, 2016, 10:11:54 am

If I may interject despite not really knowing what's going on...

I'm only seeing one person complain about this. Everyone else seemed to be quite supportive of the undead king going into a fell mood and slaughtering a dwarf: V I really don't see the need to annul NCommander's turn.

Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: Taupe on June 04, 2016, 11:24:42 am

Quote from: Mr Frog on June 04, 2016, 10:11:54 am

If I may interject despite not really knowing what's going on...

I'm only seeing one person complain about this. Everyone else seemed to be quite supportive of the undead king going into a fell mood and slaughtering a dwarf :V I really don't see the need to annul NCommander's turn.

All hail the king!

# Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 04, 2016, 11:29:56 am

Quote from: Taupe on June 04, 2016, 11:24:42 am

Quote from: Mr Frog on June 04, 2016, 10:11:54 am

If I may interject despite not really knowing what's going on...

I'm only seeing one person complain about this. Everyone else seemed to be quite supportive of the undead king going into a fell mood and slaughtering a dwarf :V I really don't see the need to annul NCommander's turn.

All hail the king!

Hail!!

## Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: **NCommander** on **June 04, 2016, 11:57:41 am** 

I guess the ayes have it. I can't sleep but I'm not sure I'm going to play more today.

I'm also not going to do any more DFHacking without clearing it in advance. Anyway, he did make a dwarven bone crown. As a final bit of testament to this insanity, I can put it into his inventory and on his head.

(I used to have dwarfs wear the artifacts they made all the way back to DF2010. At least that way none of them were completely pointless).

### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: Drazoth on June 04, 2016, 12:04:06 pm

I look away from the thread for a few hours and look what happens. Awesome hilarity. Thank you, I needed this.

## Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Gwolfski on June 04, 2016, 12:33:07 pm

pil by. Gwoliski oli Julie 04, 2010, 12.33.07 pil

Oh yesssssssssss.....

### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: Imic on June 04, 2016, 01:16:32 pm

Screw it. This is even more doomed now. Just put smunstu in our enemy civ, and il let him out. Much better then hell killing us all.

#### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: **Gwolfski** on **June 04, 2016, 01:31:42 pm** 

Quote from: Imic on June 04, 2016, 01:16:32 pm

Screw it. This is even more doomed now. Just put smunstu in our enemy civ, and il let him out. Much better then hell killing us all.

NO YOU SHALL NOT MESS MY PLANS! YOU WERE TO BE INCLUDED, BUT THIS REMARK HAS STRUCK THEE OFF THE LIST!

Ahem. 'scuse me for that... thing

## Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: TheImmortalRyukan on June 04, 2016, 01:44:46 pm

Anyone care to make TV Tropes page?

#### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: **Sacasco** on **June 04, 2016, 05:13:47 pm** 

NCommander, there are only a few things you need to know from the old thread.

- 1. PsychoAngel spent his whole turn making soap.
- 2. Wereantelopes were a problem (Speaking of which, have you done anything with that one locked in the old hospital?)
- 3. Taupe's turn. Read it. *Now.* Start here. (http://www.bay12forums.com/smf/index.php?topic=144852.150) It is possibly *the* best turn I've seen in any succession fort.
- 4. Cults. Lots of cults. One for killing crundles, one for worshiping crundles, one for soap and several more I can't remember. If you take my advice, you will not get involved. That rabbit hole does not end.
- 5. I'm sure you've already realised this, but Doomforests is more three forts than one. There's Upper Doomforests, which was the original. Then there's Astville, which you'll read about in Taupe's turn. There was a third, built out of an (in retrospect misguided) attempt to simplify and consolidate the fort.

I think that's *most* of the important things. Enough to prevent incidents like what happened to Smunstu, anyway.

## Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 04, 2016, 05:26:20 pm

I, think, after this turn, we give the save to Imic, who will have 2 weeks and as many in-game years he needs to finally bring about the Doom of Doomforest

### Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: **Gwolfski** on **June 04, 2016, 05:36:25 pm** 

Can I have a turn first please?

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 04, 2016, 05:41:47 pm

Quote from: Gwolfski on June 04, 2016, 05:36:25 pm

Can I have a turn first please?

Sure, just to add to the chaos of Imics turn

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheFlame52 on June 04, 2016, 05:50:42 pm

Quote from: Sacasco on June 04, 2016, 05:13:47 pm

5. I'm sure you've already realised this, but Doomforests is more three forts than one. There's Upper Doomforests, which was the original. Then there's Astville, which you'll read about in Taupe's turn. There was a third, built out of an (in retrospect misguided) attempt to simplify and consolidate the fort.

There's Upper Doomforest, Astville, and Lower Astville. Astville is in the first cavern, Lower Astville in the third. All three were self-contained and self-sufficient at one point.

Also, Doomforest is 20 years old. I have had four turns. I am 1/5th of Doomforest's overseers.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 04, 2016, 06:05:53 pm

Quote from: TheFlame52 on June 04, 2016, 05:50:42 pm

Quote from: Sacasco on June 04, 2016, 05:13:47 pm

5. I'm sure you've already realised this, but Doomforests is more three forts than one. There's Upper Doomforests, which was the original. Then there's Astville, which you'll read about in Taupe's turn. There was a third, built out of an (in retrospect misguided) attempt to simplify and consolidate the fort.

There's Upper Doomforest, Astville, and Lower Astville. Astville is in the first cavern, Lower Astville in the third. All three were self-contained and self-sufficient at one point.

Also, Doomforest is 20 years old. I have had four turns. I am 1/5th of Doomforest's overseers.

Wow...

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 08:03:12 pm

Quote from: Gwolfski on June 04, 2016, 05:36:25 pm

Can I have a turn first please?

Just hope you have a super computer or a lot of patience.. This fort runs slow. Writing the next update, then I'm going to finish Spring.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 04, 2016, 09:03:41 pm

First Acolyte of the Veterans of Deathgate 22th of Slate 1074

===

I must be quick, there is much to recount:

The Prime Minister, with his soul touched by **Our Lord** has emerged from his quarters with a look I've only seen in the blessed few who have made artifacts.

Smunstu Olngöotub, prime min "Smunstu Monsteryearlings"
Has a horrible fell look!, &

He scurried up the stairs and claimed a Tanner's Workshop. An unusual choice, but goblins are not known for their ability to make fine works. Whatever he shall create, it shall be a most holy of object.

Smunstu Olngöotub has claimed a Tanner's Shop.

Some were concerned with his ramblings as Smunstu made his way to the workshop though  $\dots$ 

Smunstu Olngöotub, prime minister: I was near to a caged dwarf. So disgusting...

Though I suppose We can understand as it was our folly that beheaded him.

We've had most of the military stand down to help with the cleanup from that accursed spider. A due to the dead must occur, even on our timeline.

Thîkut Vabôkamal, Administrator

Dumat Idendîshmab, Administrator

Nonal Locumber, Administrator

Ast Oddomlikot, militia captain

LordBrassroast' Kadollitast, Blunt Trauma Specialist

Store Owned Item

Săkzul Sazirsholid, Administrator

Monom Idildom, Administrator

Pickup Equipment

Monom Idildom, Administrator

Store Item in Bin

Stinthäd Vabôkroldeth, Administrator

Store Item in Stockpile

Zuglar îngizumril, Administrator

Alâth Zalìsid, Administrator

Alâth Zalìsid, Administrator

Store Item in Stockpile

Alâth Zalìsid, Administrator

Store Item in Stockpile

Alâth Zalìsid, Administrator

Store Item in Stockpile

Store Item in Stockpile

Alâth Zalìsid, Administrator

Store Item in Stockpile

Conduct Meeting

Clean Patient

Despite this, the reclaimation goes well, as our miners have reached another of those unholy beasts. The Knights Templars, using the methods proscribed by **Him** executed the beast with one fell swoop.



The forgotten beast misses the Axe Lord!
The Blunt Trauma Specialist bashes the forgotten beast in the shell with his Kiddirögred, fracturing it!
The Swordmaster slashes the forgotten beast in the neck with his Oltud Gast and the severed part sails off in an arc!

Only three of the fell beasts remain in Doomforest. Then we can turn our attention to the true enemy.

---

#### 27th of Slate

We have received a sign of Our Atonement, but at what cost?

Smunstu, acting in **His** stead has executed one responsible for his death!

Smunstu Olngöotub, prime minister "Smunstu Monsteryearlings" Monom Idildom's corpse, Hauled

(I should also mention that before doing this, Smunstu stripped himself naked to assume the Position of Penance. I've been told that the those who saw the naked prime minister will eventually recover).

As though inspired, Smunstu hauled the body back to the tanner's worksoip he had claimed, and began doing ... something ...

#### Smunstu Olngöotub has begun a mysterious construction!

```
Tanner's Shop

This building has been claimed by Smunstu Olngöotub, prime minister.

Smunstu Olngöotub works with menacing fury!
```

Unfortunately, others saw Smunstu act of purification, and reported it to the captain of the guard, a non-believer among us.

Geshud Ürrïthoddom, Engraver Lokum Kolgusil, Engraver

Report Crime Report Crime

```
FPS: 100 (46)
 Dwarven Justice
 Cages&Chains: 12 of 12
 Injured Party: Monom Idildom, Administrat
 Disorderly Conduct
 Disorderly Conduct
 Vandalism
 Witness: Geshud Urrïthoddom, Engraver.
 Accuses: Smunstu Olngöotub, prime ministe
 Disorderly Conduct
 Date: 23rd Slate, 1074
 Disorderly Conduct
 Disorderly Conduct
 Reported: 23rd Slate, 1074
 Disorderly Conduct
 Witness: Kogsak Dodókthad, Dwarven Child.
 Disorderly Conduct
 Accuses: Smunstu Olngöotub, prime ministe
Date: 23rd Slate, 1074
Reported: 23rd Slate, 1074
 Disorderly Conduct
 Disorderly Conduct
 Disorderly Conduct
 Disorderly Conduct
 Disorderly Conduct
 Witness: Lokum Kolgusil, Engraver.
 Disorderly Conduct
Murder of Monom Idildom, Admini
 Accuses: Smunstu Olngöotub, prime ministe
Date: 23rd Slate, 1074
 Reported: 23rd Slate, 1074
 ccuses: Smunstu Olngöotub, prime ministe
 <mark>829346: Select/scroll</mark>
 Tab: View cold cases (95)
 Date: 23rd Slate, 1074
 Enter: Convict somebody
 Reported: 23rd Slate, 1074
 ESC: Done
```

As acting overseer, the Veterans of Deathgate however have final authority over **Justice**. We must debate how to handle this.

\_\_\_

### 28th of Slate

```
Smunstu Olngöotub, prime minister has created Ostotâs, a dwarf bone crown!

Press Enter to close window
```

A most glorious artifact for those who shall lead us. As the **He** left, Smunstu accidentally dropped the crown and slipped under the floor. We will have to deconstruct the tanner's shop to get to it, but that is of no consequence.

Smunstu appears to have been fully healed by **Him**, with a look of satisfaction I've never seen on a goblin before.

"I shall name you Diedmolds. That was very satisfying!"

He feels satisfied after creating an artifact. He feels satisfied upor improving bone carving. Within the last season, he was exhilarated after getting into an argument. He was afraid after experiencing trauma. He didn't

value in holding back complaints and concealing emotions. He dreams of creating a great work of art, and this dream was realized.

**EDIT:** Does anyone want me to fix the migrant issue? We're at the unit cap at the map (dead units count towards it). There's a DFHack script that clears unimportant dead stuff which let more units come on. We could easily keep this going longer if people want more turns.

**EDIT 2:** I think I know how to solve our demon problem with two dwarfs and a crime. I need volunteers who wish to die nobly for the cause.

**EDIT 3:** You know what, fuck this framerate. I'm building a butcher army. On that note, permission to autodump/autoclean in what may be a vain attempt to get this place running speed? (Elders was able to get Deathgate up to 50 FPS towards its final years by doing this)

**EDIT 4:** I'm tempted to make Giant leguers trainable ... (but I won't edit the raws without permission)

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 05, 2016, 02:09:56 am

Does anyone know if the berserk dwarf in a cage is plot relevant? He was constructed in the dining room. I remember beserk units in cages caused FPS hits; not sure, but anything causing lag is going unless we need it for the plot.

He's going to be demon bait otherwise.

EDIT: Also, need to know if anyone wants me to do anything else with the few remaining caged goblins. The fort is now four months in, but not enough has happened to justify an update (I'm waiting until all the FBs are dead. Two left, though getting the one at the bottom of the magma sea required some creativity)

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Gwolfski on June 05, 2016, 07:43:42 am

Pour water above magma fb. Done.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 05, 2016, 08:11:39 am

Quote from: Gwolfski on June 05, 2016, 07:43:42 am

Pour water above magma fb. Done.

That \*was\* the plan. No one will take the fill pond job to do it. I'm engineering a cave-in.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 05, 2016, 09:31:46 am

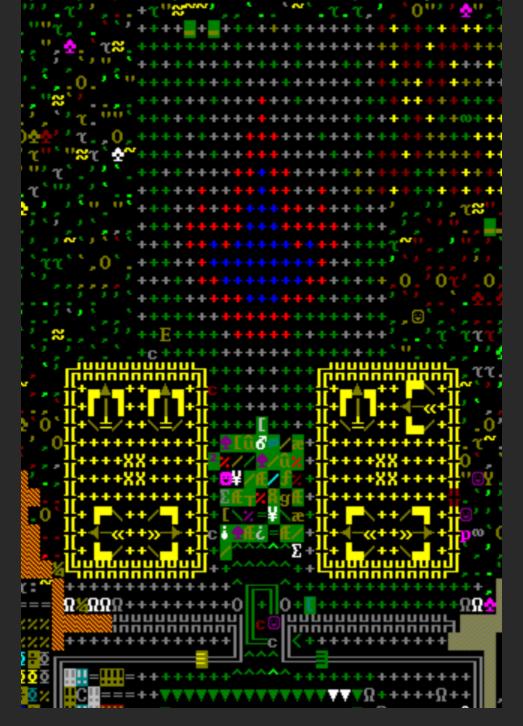
First Acolyte of the Veterans of Deathgate 22th of Felsite 1074

22U ===

Our plans continue, though the day to day housekeeping of Doomforest continues to get in the way. For some time now, a Dwarven caravan has been stuck, due to one of their axles breaking as try tried to clear the trade depot. With some help from our masons, we were able to free them, abit at the cost of our trade depot deconstructing.



As a note to future Acolytes, that isn't green rock. The heathens exposed to sunlight have puked so heavily on the old trade depot, bridge and hallway as to permanently stain it. We are praying for permission to use a minor ritual to clean, but We have not reached a quorum.



I've included a drawing of mess for future reference. It however has caused me to have an idea to fortify the Knights Templar.

Meanwhile, the Lesser Diety Prime Minister's crown has been retrieved and handed to him. Although I was originally agast that a goblin would lead, he's devoted himself to the brillance of the **One True God**.

```
Smunstu Olngöotub, prime min
"Smunstu Monsteryearlings"

x≡pig tail fiber right glove
x(alpaca wool left glove)x,
x(sheep wool sock)x, Right f
cave spider silk tunic, Up
Ostotâs, Head
```

In his free time, he has gone to the tavern to tell others of his experience.



In other news, the great purge continues.



### The Administrator slashes the forgotten beast in the neck with his

We number only two of the abominations now. The Prime Minister has been briefed, and ordered the production of more armor to clad our soldiers, something the Veterans of Deathgate can fully embrace.

Smunstu Olngöotub, prime minister has mandated the construction of certain goods.

#### Mandates: Make breastplates (3/3)

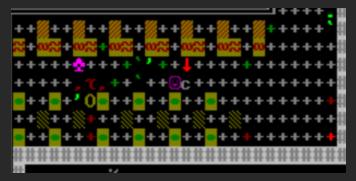
OOC: I was never so happy to see a mandate. That means he's fully working as both a member of the fort and as a noble. You can even assign him labors in the game (he doesn't show up in therapist). I may draft him and put him in steel to prevent another unfortunate accident; he's in much more danger since he now wanders the fort.

The Mining Guild has informed me that while they make progress towards the last beast in the caverns, it will be some time until they break through. As such, I've decided to accelerate plans towards our endgame.

One weakness of the Knights Templar is that exposure to the sun momentary stuns them from their long years underground and training. Should we beseiged, this might cause unfortunate accidents. I have, as the common folks say it "decided to kill two birds with one stone".

As part of our Ascension, we must hold a grand feast in honor of the securing of Hell, and in the memory of the **One True God** and his guide. Although I have yet to have another vision of him, I'm sure he is watching and waiting for us. While it is still months before we shall have this feast, we can being preparations by being the ritualistic slaughter required. As such, I've temporary drafted our off-duty solders into butchers, and ordered construction of an outside slaughtery.

```
Stray Boar, 🗗 (Tame)
 Ready for Slaughter
Stray Sow, 🎗 (Tame)
 Ready for Slaughter
 D
Stray Sow, & (Tame)
 D
 Ready for Slaughter
tray Giant Gray Langur, & (Tame)
 Available
 DA
 Available
Stray Giant Gray Langur, 8
 DA
 Available
Stray Giant Gray Langur, 8
 DA
Stray Giant Gray Langur, & (Tame)
Stray Giant Gray Langur, & (Tame)
Stray Cat, & (Tame)
 Available
 DA
 DA
 Available
 D
 Ready for Slaughter
 D
Stray Cat, & (Tame)
 Ready for
 Slaughter
 D
Stray Cat, & (Tame)
 Ready for
 Slaughter
Stray Boar, & (Tame)
 D
 Ready for
 Slaughter
 D
 Slaughter
Stray Boar, & (Tame)
 Ready for
Stray Sow, & (Tame)
 D
 Slaughter
 Ready for
 Ready for
tray Sow, & (Tame)
 D
 Slaughter
 D
Stray Boar, & (Tame)
 Ready for Slaughter
```



Already I can hear the wonderful cries of cats dying

```
Slaughter Stray Boar (Tame)
Store Owned Item
Sleep
Slaughter Stray Giant Gray Langur (Tame)
Destroy Building
Slaughter Stray Sow (Tame)
Store Item in Stockpile
Tan a hide
Slaughter Stray Sow (Tame)
Slaughter Stray Giant Gray Langur (*Trained*)
Store Item in Stockpile
Pickup Equipment
Slaughter Stray Boar (Tame)
Store Owned Item
Store Item in Stockpile
Slaughter Stray Giant Gray Langur (=Trained=)
Slaughter Stray Giant Gray Langur (=Trained=)
Slaughter Stray Sow (Tame)

Store Owned Item
Update Stockpile Records
Store Item in Stockpile
Store Item in Stockpile
```

It should be noted for the official log that I've exempted almost all the grey langurs from this. Many dwarfs were scarified in the process of domestication. Only the still semi-feral ones shall be put down, and I've opened the rest up to adaption to whomever may want them. To keep the population under control, I will have some of the Axe Lords researching gelding; it should be a quick study.

Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: TheFlame52 on June 05, 2016, 10:42:41 am

The caged berserk dwarf is mine. I just think it's hilarious that we have a berserk legendary axedwarf in an artifact cage in the dining hall. She gets fed as long as she stays in the cage, but do what you want with her. Go ahead and make the langurs trainable, we're pretty open to modding. Same with DFhack to clean shit up, I did that every single turn and nobody got mad.

Also, check notes near that symbol in the front gate :P

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 05, 2016, 10:47:14 am

Quote from: TheFlame52 on June 05, 2016, 10:42:41 am

The caged berserk dwarf is mine. I just think it's hilarious that we have a berserk legendary axedwarf in an artifact cage in the dining hall. She gets fed as long as she stays in the cage, but do what you want with her. Go ahead and make the langurs trainable, we're pretty open to modding. Same with DFhack to clean shit up, I did that every single turn and nobody got mad.

Also, check notes near that symbol in the front gate :P

Use dfhack to clean up and you will be our savior

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheFlame52 on June 05, 2016, 10:49:38 am

There isn't too much to clean up, since I gave everything a once-over during my turn. Besides singed cavern corpses and cave spider webs, I don't know what items you could clean up.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 05, 2016, 10:51:06 am

Quote from: TheFlame52 on June 05, 2016, 10:42:41 am

The caged berserk dwarf is mine. I just think it's hilarious that we have a berserk legendary axedwarf in an artifact cage in the dining hall. She gets fed as long as she stays in the cage, but do what you want with her. Go ahead and make the langurs trainable, we're pretty open to modding. Same with DFhack to clean shit up, I did that every single turn and nobody got mad.

Also, check notes near that symbol in the front gate :P

We had a puke party on the roof: [DFHack]# clean all Cleaned 536 of 39429 map blocks. Removed 965 contaminants from 141 creatures.

Removed 1506 contaminants from 1080 items.

On that note, HOW did that happen? I thought berserk dwarfs were still TRAPAVOID (due to being part of the civ; which is why they can cause loyalty cascades when they snap). Anyway, the plan is to tie you up by the demons. You're still equipped so there's a good chance you can take a few out for me.

TheImmortal: How about autodump? The fort has ascended into double digits FPS (sitting at 11, which is much better than the 4 it started at). Every FB that dies gets me 1-2 more due to the old BUILDINGDESTROY FPS bug. Demons also cause framerate death.

If we clean up the dead units list to allow migrants again, it might prevent this fort from dying soon.

EDIT: I thought they were cats until I read the raws ...

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheFlame52 on June 05, 2016, 10:57:11 am

Nope, berserk dwarves can be trapped, that's always how it's been. Also, what do you mean, sticking ME out in front of the demons!? Are you talking about the berserk axedwarf? She's not my dwarf, I have a different dwarf.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 05, 2016, 10:59:24 am

Quote from: TheFlame52 on June 05, 2016, 10:57:11 am

Nope, berserk dwarves can be trapped, that's always how it's been. Also, what do you mean, sticking ME out in front of the demons!? Are you talking about the berserk axedwarf? She's not my dwarf, I have a different dwarf.

Oh, I thought I killed you off when I killed 1/6th of the fort. Oops.

EDIT: And I'm tired. If I keep playing like this, I'll probably manage to cave in the entire fort -\_-; (I'm half way through summer. I'm just lagging on updating because not much has happened in the great butchering)

EDIT 2: If we had giant cats, I'd be sorely tempted to get our warriors mounted on them (yes, yes, I know. I'm on a DFHack binge. I went and fixed my old plugin which made Animal Caretakers care for animals and submitted it for inclusion for the next version of DFHack)

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 05, 2016, 11:11:49 am

Quote from: NCommander on June 05, 2016, 10:59:24 am

Quote from: TheFlame52 on June 05, 2016, 10:57:11 am

Nope, berserk dwarves can be trapped, that's always how it's been. Also, what do you mean, sticking ME out in front of the demons!? Are you talking about the berserk axedwarf? She's not my dwarf, I have a different dwarf.

Oh, I thought I killed you off when I killed 1/6th of the fort. Oops.

EDIT: And I'm tired. If I keep playing like this, I'll probably manage to cave in the entire fort -\_-; (I'm half way through summer. I'm just lagging on updating because not much has happened in the great butchering)

This is the fastest update we've had in a year. Don't apologize, you are bring this fort back alive after months of inactivity

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 05, 2016, 11:23:32 am

It helps I just let DF run in the background, and check it every 20 or so minutes which is how I've managed to deal with the FPS death.

EDIT: The framerate continues to rise. We're now at 14-15.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: Imic on June 05, 2016, 12:22:52 pm

Quote from: NCommander on June 05, 2016, 11:23:32 am

It helps I just let DF run in the background, and check it every 20 or so minutes which is how I've managed to deal with the FPS death.

EDIT: The framerate continues to rise. We're now at 14-15.

Thank the gods... You can take a second year if we get that far, I'm running breadbowl for a bit.

Title: Re: The Final Doom of Doomforest: The War Against Hell

Post by: Gwolfski on June 05, 2016, 12:32:37 pm

but.. but me?

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 05, 2016, 12:34:57 pm

Quote from: Imic on June 05, 2016, 12:22:52 pm

Thank the gods... You can take a second year if we get that far, I'm running breadbowl for a bit.

A lot of the problem is that BUILDINGDESTORYERS spam the pathfinder. That's why popping the HFS causes framerate death if you don't kill them all \*and\* leave a path from hell into your fort.

I think TheFlame must have autodumped, we don't have THAT much junk in the fort aside from the corpses I'm adding. About half the pet population is gone, and I'm working on the other half right now. If I don't have hear an objection, I'll autodump when I finish summer which I suspect will put us into the 20 FPS range.

We also need to decide if we want to fix the migrants not coming due to the unit list being full.

Also, Gwolfski is next.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: NCommander on June 05, 2016, 03:17:02 pm

I'm pleased to announce Doomforest is now up to 17 FPS, and is officially free from forgotten beasts.

EDIT: Yeah, so, autodump just became a necessity. I didn't' consider by turning the entire supply of animals in sausage, I'd have a lot of meat that there was no way to haul away before it rotted. 9000+ items rotting at once just tanked the framerate so hard, its lagging the UI.

EDIT 2: If I ever butcher 200+ animals again (the fort has 50 left), I'm using a bloody drawbridge. Its cleaner.

Title: Re: The Final Doom of Doomforest: The War Against Hell Post by: TheImmortalRyukan on June 05, 2016, 06:07:29 pm

Added the Vets of Deathgate to the list of cults, if you want to request any changes PM me.

I also tried to update the turn list, but I probably missed something, take a look and feel free to correct me, thx

(The conclusion of Ryukan's Journey to be upcoming)

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 02:44:38 am

OOC: Something went wrong with the images I was taking. This update is image lite. Also as a note, the prime minister is NOT justice immune. I found this out when I convicted him to test his tags, and he got hammered. A save scum was done. I'm not going to revive him \*again\*

First Acolyte of the Veterans of Deathgate

1st of Galena 1074 - Late Summer

===

A time of celebration is at hand. I find myself enjoying a rare moment relaxing in the tavern as I look towards hope. Smunstu was kind enough to hand me some wine as I recount the events of summer.

Smunstu Olngöotub, prime minister

Serve Dwarven Wine!

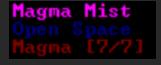
First, as was foretold, the forgotten beasts that plagued the fort have been vanquished. The Knights Templar successfully dispatched the last beast in the cavern with a single clean stroke.

The Administrator slashes the forgotten beast in the body with his Shammananed Utharrazmer and the injured part is cloven asunder!

The final beast presented more of a problem however. In earlier battles, it had retreated to the heart of one of the magma pipes. Volunteers who tried to fight it were melted before they could descend deep enough.

Fortunately, we are dwarfs at heart, and a challenge is what we live for. Taking in account careful measurements of the beasts location, a strategically positioned cave-in was engineered, crushing the monster alive under tons of stone.

→A section of the cavern has collapsed!



Now lays our final challenge, the conquest of the gateway. I've already begun devising our method of attack, and preparations are underway as we speak. As such, I've turned myself towards more "domestic" pursuits.

First of which, after the battle, one of the openings to the cavern was not sealed and a crocodile managed to slip into the fortress. It was quickly put down, but not before a child was killed.

```
Kill ônordalzat, Cave Crocodile
Watch Dodging Demonstration
Kill ônordalzat, Cave Crocodile
Pickup Equipment
Get Provisions
Get Provisions
Kill ônordalzat, Cave Crocodile
Kill ônordalzat, Cave Crocodile
Kill ônordalzat, Cave Crocodile
Get Provisions
Kill ônordalzat, Cave Crocodile
Watch Dodging Demonstration
Individual Combat Drill
Individual Combat Drill
Go to Combat Training
Kill ônordalzat, Cave Crocodile
Kill ônordalzat, Cave Crocodile
Kill ônordalzat, Cave Crocodile
Individual Combat Drill
Individual Combat Drill
Lead Dodging Demonstration
Kill ônordalzat, Cave Crocodile
Kill ônordalzat, Cave Crocodile
Kill ônordalzat, Cave Crocodile
Individual Combat Drill
Lead Dodging Demonstration
Kill ônordalzat, Cave Crocodile
Individual Combat Drill
Kill ônordalzat, Cave Crocodile
Individual Combat Drill
Kill ônordalzat, Cave Crocodile
```

With consulting, I was also made aware that several important positions such as the all important hammerer have been left unfulfilled. This was promptly corrected.

```
Smunstu Olngöotub, prime minis[REQUIRE][DEMAND][MANDATE
prime minister
 Drokles II, Mözirlikot, Admin[REQUIRE][DEMAND][MANDATE]
mayor
 `Dark Two' Ulzestbomrek, Klan-[REQUIRE][DEMAND][MANDATE]
captain of the guard
 `SenshukenVII' Rungakurdim, Ge[REQUIRE][DEMAND][MANDATE]
militia commander
 Atîs Sarveshducim, Assistant H[REQUIRE][DEMAND][MANDATE]
Drokles II' Mözirlikot, Admin[REQUIRE][DEMAND][MANDATE]
hammerer
manager
 PsychoAngel II' Kirarèzum, He[REQUIRE][DEMAND][MANDATE]
chief medical dwarf
 Mate the 892nd' Letmostarmid, [REQUIRE][DEMAND][MANDATE]
broker
 'Drokles II' Mözirlikot, Admin[REQUIRE][DEMAND][MANDATE]
bookkeeper
 Ast Oddomlikot, Administrator [REQUIRE][DEMAND][MANDATE]
militia captain
militia captain
 Hans' inallolor, Butler
 [REQUIRE][DEMAND][MANDATE]
militia captain
militia captain
 Degël Amemlokum, militia capta[REQUIRE][DEMAND][MANDATE]
```

The prime minister was also concerned that important military supplies may be leaving Doomforests, and enacted several trade embargos to make sure we don't have a shortfall.

```
Mandates: Export of beds Prohibited
Export of battle axes Prohibited
Export of shields/bucklers Prohibited
Export of battle axes Prohibited
Make beds (1/1)
```

Humans came to trade, but as the new depot had not been constructed when they arrived, their wagons passed onward. Unfortunately, the damage caused by freeing the dwarven cavern means that the trade depot had to be temporary relocated to the side. In a fitting bit of irony, I ordered it constructed from some of the raw adaminite that has long been our bane as a sign to the world that we have reached the holy land.

On that topic, Smunstu noted that we did not have any place for guests to rest. Although I'm loathe to allow outsiders into the fortress, he convinced me that we may be able to bring much needed coin, and perhaps volunteers for our army. Several bedrooms on the main level were re-purposed into guest lodgings. I also denoted two new taverns deeper in the fort so dwarfs may choose to that the true believers may isolate themselves. He also suggested I have some floor space cleared so humans may dance, get drunk, and spend more money, a suggestion I immediately implemented.

In a stroke of genius, I've appointed several of our off duty military who have become haggered due to the long battles to serve as performers and tavern keepers in a way to both allow them to rest, and tell tales of our greatness. I've also had some volunteers to work in the temple:

```
Temple
No particular deity
All visitors welcome

Boxes/bags in common area: 0
Stored Instruments (Desired): 0 (a: 5)
Dance floor in common area: 5x5

Performer
Performer
Performer
Performer
Performer
Assign occupation

**NCommander' & Modman & Senshuken VII' Rungakurdim, General Assign occupation
```

OOC: Does anyone know WHERE the temple is? I can't find it on the rooms screen. It needs containers

A spirit of blessing has started to enter Doomforests, and many of the warriors have begun to name their weapons in preparation for the final fight.

Two final notes before I close this entry. First, no migrants have come, despite our fortunes.

### The fortress attracted no migrants this season.

I determined that this was due to several former overseers listing pets, butchered animals and other wild animals among our dead for several years. I had the counts updated to show only 550 have actually died here. With luck, migrants will come fleeing in through our doors in the near future.

Finally, I've ordered a group prayer to the **One True God** to help us. With so much meat lying in the fortress for the great feast, unfortunately, some has rotted in such a way that time itself has begun to slow down, making any work we undertake extremely difficult



EDIT: Framerate is holding steady at  $\sim$ 20 FPS with a ton of autodumping and updating the traffic designations w/ temp on. I dumped the entirety of the bone bolts since we've got over 10k metal ones. Woot for playable. That's probably as high as its going to go as long as the HFS is open. Building destroyers wreck framerate which is it steadily went up every time I killed a FB. If I can retake the HFS (or if we decide to mod it), I suspect the framerate will stablize at 30-40.

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 05:25:04 am

t by: Gwollski on Julie 00, 2010, 03:23:04 alli

I'm taking over hell. I'm gonna do it or die trying!

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 06:12:33 am

First Acolyte of the Veterans of Deathgate
1st of Limestone 1074 - Early Autumn
===

As final preparations for the Siege of Hell take place, word of our exploits has quickly spread. Less than a week after the human trade company departed, we got some visitors.

Oxut Rosmiccango, Elf SpearmanGuest / No ActivityDeduk îtontôsed, HammerdwarfGuest / No ActivityMeng Semortirist, MacedwarfGuest / Socialize

Then some more visitors

<u>Tista Hodegust, Human Maceman</u> Guest Kugme Agunlod, Human Crossbowman Guest Tirist Ganadtun, Marksdwarf Guest Gues Zuglar Telingèrith, Swordsdwarf Guest Atír Dodókshaketh, Speardwarf Guest Guest Guest Guest Asmu Snungslusmbu, Human Bowman Guest Mestthos Ázinrigóth, Swordsdwarf Guest Edëm Kuletazzin, Marksdwarf Bomrek Logemthimshur, Swordsdwarf Guest Guest Urdim Rakustmozib, Speardwarf Olon Selorthob, Marksdwarf Guest Guest Amoya Rasimaova, Elf Bowman Guest Mûthkat Zonthabost, Hammerdwarf Oxut Rosmiccango, Elf Spearman Deduk îtontôsed, Hammerdwarf Guest Guest Guest Guest

Smunstu was quick at work filling their mugs, and telling them of **The One True God**. As he predicted, gold began flowing into our coffers which will do well once the autumn caravan arrives. For his protection, I've assigned him a war jaguar, and a war bobcat we had otherwise unassigned. He's currently been training them to serve drinks and do tricks, to the entertainment of guests. I must admit to having found the entire enterprise to be rather entertaining.

As he preached, one of the elfs asked me where she could find the mayor. I didn't know why she wanted to speak to Drokles, but I pointed her down the hall to his quarters. About 20 minutes later, Drokles with a look of shock came in, and tapped me and Smunstu on the shoulder, saying we must speak at once. He hurried us off into the storeroom, and locked the door.

"Drokles, what's going on?"



"Nako, that elf, she wants to sign up with our military!"

I blinked. Smunstu just grinned, and fixed his crown.

I managed to stammer out "What?".

This visitor has come seeking work as a mercenary. She heard The Dumplings of Courtesy would make a good base for a mercenary.

"That's why I got you, The Veterans of Deathgate are the current overseers, and you represent them! I mean, we can use the extra firepower, but she's an elf ..."

Smunstu just chuckled.

"You might think of her as 'just an elf', but let me tell you, back in the Dark Tower, when we were lucky enough to liberate one of their offspring, they can be hell on wheels. Elfs are fast, have a grace, and even if they leave the forest, wildlife just ignore them. Perfect scouts, and ambushers, oh the stories I could tell ..."

"Anyway, she says she's heard the stories of the Veterans of Deathgate, and seen the proof of your so called God to find out for herself if you're really up to the legend. She'll follow any order as long as she's allowed to reside here"

I sat on one of the barrels of wine. Smunstu glared at me for touched his favorite booze, but I paid him no head. Drokes wasn't a believer, but he was loyal, and as long at the Veterans of Deathgate didn't harm the fortress, he would follow. I weighed the proposal in my mind.

The disaster in the spider purge had left us short handed. If what Smunstu said was true (and I have no reason to doubt it), then perhaps there was much to be had. Our renovated bar had quickly attracted more attention, and where there is one, there are often more. Still, an elf ....

I made my decision, "Test her."

"Test her?"

"If she's truly given up the ways of the wood, then she would be willing to harm a tree no?"

Smunstu was cackling. "Zulgar, I like the way you think. I grabbed an axe that was lying in the corner and handed it to Drokes.

"Have her fell a tree. If she's willing, I'll grant her request. If not, send her on her way."

He nodded, and left the storeroom. Smunstu turned to me.

"Think she'll do it? Never seen one of the adults turn, but you know, He has a way of influencing your life  $\dots$ "

I shrugged, "I do not know."

We returned to the bar, and I put the matter out of my mind as Smunstu had "Fluffy" try and balance a tray on her head. An hour later, Drokles and Nako returned. She was holding a log with a strange combination of glee and disgust in her eyes. Drokles just nodded.

"Well, Nako, you passed your initiation. Drokles, find her some quarters, and bring her to the forges so an armorer may make a set of steel armor in her size. We'll get her into a squad as soon as she's equipped"

| Magma | Forge |             |
|-------|-------|-------------|
| Forge |       | breastplate |
| Forge | steel | mail shirt  |
| Forge | steel | leggings    |
| Forge | steel | greaves     |
| Forge | steel | he 1m       |
| Forge | steel | gauntlet    |
| Forge | steel | high boot   |
| Forge |       | high boot   |

He just nodded. Nako bowed towards me.

"Thank you for this opportunity, my liege"

I waved her off.

"I'm no one's liege, I am just a follower of the One True God."

After that, she bowed again, and Drokles lead her into Lower Doomforest.

"I can now reside in Doomforests. I am very satisfied."

She feels satisfied after being granted residency. Within the last season, she didn't feel anything after seeing a crundle die. She was interested after watching a performance. She was exhilarated after getting into an argument. She was disgusted after retching on a miasma. She didn't feel anything after seeing the forgotten beast Thrireg Juiceblister the Grave of Ash die. She was exhilarated after getting into an argument. She sometimes feels sad at being separated from a loved one.

She is the daughter of Aweme Budrelease and Lulo Sisterflicker. She is an ardent worshipper of Durpul.

She is a citizen of The Nation of Scrubbing. She is a member of The Incidental Coalition. She is a member of The Barricaded Fellowship. She is a former member of The Nightmares of Warmth. She is a former member of The Uile Devil. She is a former member of The Fenced Sect. She is a former member of The Organized Denomination. She is a former member of The Creed of Controllers. She is a former member of The Fellowship of Guards. She arrived at Okbodfotthor on the 26th of Galena in the year 1874.

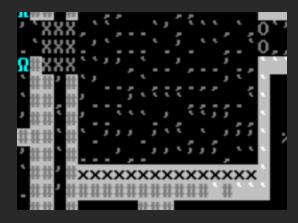
She is four hundred ninety-one years old, born on the 26th of Slate in the year 583.

Smunstu prodded my shoulder. "I dunno about you, but I'd watch that one. She's cute too."

I blinked.

After I recovered from the hangover, and Smunstu's lewid comments, I looked over our military. The 'Bulters' had almost been entirely descimated in by the spider. Both of its members were followers of the One True God, so, in honor of our new mission, I have renamed them "The Followers of Deathgate".

I was also somewhat alarmed to find that almost all our archery ranges have either been removed or destroyed. I've ordered new ones installed in a disused section of the fort a few levels below the bar.



I can't help but think we live in interesting times  $\dots$ 

OOC: We've got a conga line going for people who want to sign up for our military. I spotted at least three more that may join up. Since we don't have a baron, they'll go to the mayor who is Drolkes, who will only meet with them if his squad is off duty. Also remember that humans and elves are 'large' creatures, you have to order special armor for them manually at the forges with the details screen.

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 06:38:03 am

Well, we do need a new military!

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 06, 2016, 06:53:06 am

The fort is alive

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Sacasco on June 06, 2016, 07:03:09 am

20FPS? Good grief! I was getting somewhere between 1 and 4!

I must say, I'm very happy to see this moving again. Though adding more cults to the mix to me feels more than a little ... unnecessary... Also, 0.42 stuff! That makes a change! I think your dfhack expertise and willingness came at just the right time.

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 07:06:35 am

Good names for a tavern in hell? I do know I want the keeper to be an elf named Hellbent

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 07:26:45 am

Quote from: TheImmortalRyukan on June 06, 2016, 06:53:06 am

The fort is alive

Time to cancel the sequel?

Also, the battle for Hell has began. Its um ... went rather anticlimactically. I've got something of a labor shortage so I'm hoping for a stupid large migrant wave to get things moving again

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 07:27:28 am

Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Imic on June 06, 2016, 07:30:12 am

Quote from: Gwolfski on June 06, 2016, 05:25:04 am

I'm taking over hell. I'm gonna do it or die trying!

Quote from: Gwolfski on June 06, 2016, 07:06:35 am

Good names for a tavern in hell? I do know I want the keeper to be an elf named Hellbent

I swear, if you say one more thing about growing strawberries in hell, i will actually feed you to the giraffes!

## Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 07:34:21 am

Quote from: Gwolfski on June 06, 2016, 07:27:28 am

Oy! :P

The military is still alive. The demons retreated back into hell when I opened the checkerboard. Guess they realized who was running the place

EDIT: Almost down. 4 more layers of candy, then the masons need to build

# Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 06, 2016, 08:08:01 am

I, Ryukan, as keeper of the thread, cancel the Apocalypse (for now Imic). I wanna see how long we can hold on to this peace.

## Title: Re: The Final Doom of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 08:10:48 am

Quote from: TheImmortalRyukan on June 06, 2016, 08:08:01 am

I, Ryukan, as keeper of the thread, cancel the Apocalypse (for now Imic). I wanna see how long we can hold on to this peace.

Neat. Sign me up for round two, and feel free to PM me if the fort dips back into unplayable. Incidently my migrant fix worked. We just got "Some migrants arrived, despite the danger.", 11 in total I think.

I've always wanted to see a fort get "Some migrants have come, knowing it might be their tomb"

EDIT: Demons struck back. 30+ wave just flew up the candy tube.

EDIT 2: so much extract flying. Framerate is at 1 and the game is hanging to process the carrage.

EDIT 3: ... they're spawning IN the tube in midair. We're being overwhelmed. I think Toady beefed the HFS. They're giving birth in the tube and spawning as adults.

## Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 09:37:29 am

The battle is lost. We've retreated back, and sealed the path behind us. The Veterans of Deathgate will continue. We will remember. We will return.

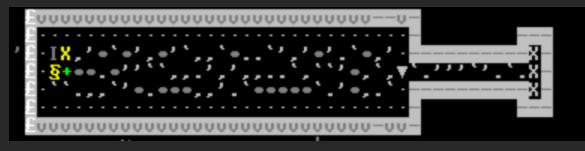
(Autumn almost done. I've redone the military to rebuild and applied the NC trick book to it), and our picket line is thinning. I nearly got a full squad out of mercs).

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 10:20:23 am

## First Acolyte of the Veterans of Deathgate Mid-Autumn

===

The time has come, we have begun our battle. We know something of demon behavior, and know they'll be attracted to artifact objects and animals. As such, a cave-in trap has been rigged to crush them



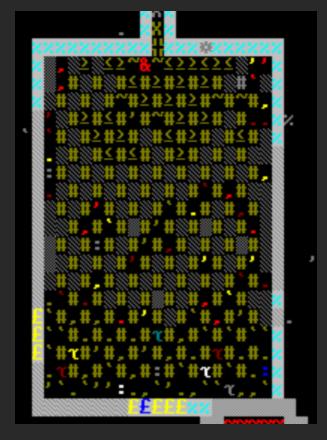
The military is scrambled

Dastot Dodókmeng has become a Axe Lord. Erib Lelgasatîs has become a Spearmaster. Uvash Edoscilob has become a militia commander. Degël Amemlokum has become a militia captain. Zulban Ducimkogan has become a Axe Lord. Thob Kerlîgsibrek has become a Spearmaster. Olin Tiristothsin has become a Spearmaster. Reg Etestkilrud has become a Axe Lord. Mebzuth Zirilmeng has become a Swordmaster. Zuglar `NCommander' Amlogem has become a Axe Lord. Alath Zalisid has become a Axe Lord. Ilral Olinkastar has become a Axe Lord. Zuglar ingizumril has become a Axe Lord. Stinthäd Vabôkroldeth has become a Swordmaster. èrith Eralmedtob has become a Axe Lord. Såkzul Sazirsholid has become a Swordmaster. Lòr Ustuthusir has become a Spearmaster. Tun `LordBrassroast' Kadollitast has become a Hamm Ast Oddomlikot has become a militia captain. Nomal Locunber has become a Axe Lord. Dumat Idendîshmab has become a Swordmaster. Thîkut Vabôkamal has become a Axe Lord. ùshrir Erales has become a Elite Marksdwarf. Ber Vabôkkeshan has become a Elite Marksdwarf. Cerol Asënsat has become a Elite Marksdwarf. Edëm 'SenshukenVII' Rungakurdim has become a milit Kogan Astathel has become a Elite Marksdwarf. Reg Eralodkish has become a Elite Marksdwarf. Olin Rîsentenshed has become a Elite Marksdwarf. Lòr 'Sculleywr' Tabaruzol has become a Marksdwarf.

And the lever is pulled



... only to have all but two demons go back down into hell and leave the map. The remaining one breaks free, and starts trashing the obsidian grates.



The other roams the control room. After some debate, the military is sent in to dispatch the guardskeepers. Unfortunately, they get bogged down fighting on the stairs

```
The flying \(\text{\text{Ecopper bolt}}\) misses the flame banshee!

The flame banshee kicks the Elite Marksdwarf in the head with his left first foot, but the attack is deflected by the Elite Marksdwarf's \(\text{\text{*steel}}\) helm\(\text{\text{*}}\)?

Cerol As\(\text{\text{ensat}}\), Elite Marksdwarf: So easily broken... Begone fear!

The flame banshee kicks the Elite Marksdwarf in the right lower arm with his right second foot, but the attack is deflected by the Elite Marksdwarf's \(\text{\text{*steel right gauntlet**}}\)!

The flame banshee leaps at the Elite Marksdwarf!

The flame banshee collides with the Elite Marksdwarf!

The Elite Marksdwarf is knocked over!

The Elite Marksdwarf stands up.
```

```
The flying =copper bolt= misses the flame banshee!
The flame banshee kicks the Elite Marksdwarf in the head with his left
first foot, but the attack is deflected by the Elite Marksdwarf's *steel
helm*!

Cerol Asënsat, Elite Marksdwarf: So easily broken... Begone fear!
The flame banshee kicks the Elite Marksdwarf in the right lower arm with
his right second foot, but the attack is deflected by the Elite
Marksdwarf's *steel right gauntlet*!
The flame banshee leaps at the Elite Marksdwarf!
The flame banshee collides with the Elite Marksdwarf!
The Elite Marksdwarf is knocked over!
The Elite Marksdwarf stands up.
```

```
The flame banshee strikes at the Administrator but the shot is blocked with Sinsotamkin!
The flame banshee misses the Administrator!
The flame banshee attacks the Administrator but He jumps away!
The Administrator blocks the fire.
The flame banshee strikes at the Administrator but the shot is blocked with Sinsotamkin!
The flame banshee misses the Administrator!
```

An Axe Lord arrives, and delivers the final blow.

The Administrator hacks the flame banshee in the left second foot with her Inashcilob and the severed part sails off in an arc! The flame banshee is caught in a cloud of flame banshee flames! The flame banshee attacks the Administrator but She jumps away! The Administrator hacks the flame banshee in the head with her Inashcilob and the severed part sails off in an arc!

The last flame banshee remains.



It too is quickly dispatched

The Administrator bashes the flame banshee in the head with her Nulralnisûn and the severed part sails off in an arc!

The way is now clear, and our miners scramble for the tube to reach the promised land. However, just as our victory seems assured, a forgotten beast arrives.

The Forgotten Beast Rushan has come! An enormous hairy lobster. It has a square shell and it undulates rhythmically. Beware

Our military is nearly 50 levels away, and no one is near the levers to seal the caverns. This could be a disaster. Except ...

The human hammerman bashes the forgotten beast in the right first foot with his (silver war hammer), chipping the chitin!
The forgotten beast attacks the human hammerman but He jumps away!
Colli Dotepurwa, Human Hammerman: The battle rages... I must press on!

A Human Hammerman, who got lost looking for the exit (HOW?) happens to find the beast, buying precious time.

```
Colli Dotepurwa, Human Hamme
"Colli Gangcraters"

No Activity
Warrior
This visitor is ready to leave.
```

He is slain, but not before injuring the lobster.

The forgotten beast strikes at the human hammerman but the shot is blocked with the (bronze shield)!

The human hammerman bashes the forgotten beast in the left third leg with his (silver war hammer), chipping the chitin!

The forgotten beast strikes at the human hammerman but the shot is blocked with the (bronze shield)!

The forgotten beast attacks the human hammerman but He jumps away!

The human hammerman bashes the forgotten beast in the right third leg with his (silver war hammer), tearing the fat and bruising the muscle!

The forgotten beast attacks the human hammerman but He jumps away!

The forgotten beast releases the joint lock of The forgotten beast's right claw on the human hammerman's left upper leg.

The forgotten beast bites the human hammerman in the head and the injured part collapses into a lump of gore!

An artery has been opened by the attack!

A weaponsmith who tried to reach the lever is cut down.

The forgotten beast latches on firmly!
The weaponsmith gives in to pain.
The weaponsmith loses hold of the x(llama wool shoe)x.
The weaponsmith loses hold of the x\*pig tail fiber sock\*x.
The forgotten beast shakes the weaponsmith around by the left foot and the severed part sails off in an arc!
The left foot is ripped away and remains in The forgotten beast's grip!
The forgotten beast grabs the weaponsmith by the second finger, left hand with its left second leg!
The forgotten beast releases the grip of The forgotten beast's left second leg on the weaponsmith's second finger, left hand.
The forgotten beast kicks the weaponsmith in the head with its left fourth foot and the injured part collapses into a lump of gore!
An artery has been opened by the attack!
The weaponsmith is propelled away by the force of the blow!

But the beast is injured. The military is only 5 levels away. It might prevent a worse disaster.

Rushan Eslulewom, Forgotten
"Rushan Menacesink"

body
neck
head
right first leg
left first leg
right first foot
left first foot
right second leg
right second leg
right second foot
left second foot
left third leg
right third leg
right third foot
left third foot

Just in time, the military engages and the beast is slain. We will forever have shell for our strange moods!

OOC: Seems I didn't screenshot the final blow

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 10:32:43 am

First Acolyte of the Veterans of Deathgate Mid-Autumn
Log Continues

As our miners dig, I get much needed good news.

Some migrants have arrived, despite the danger.

11 migrants have arrived from the outer lands. Our population ticks up to 124. As long as things continue apiece, we will reach the holy land before the first snow

--

Damnation! We've been ambushed, and in sight of the holy land!

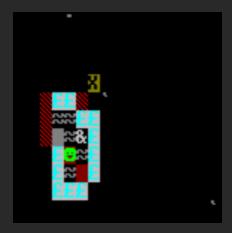
The pterosaur brute slams into an obstacle! pterosaur brute frozen pterosaur brute misses the Elite Marksdwarf!
pterosaur brute is caught in a cloud of pterosaur brute frozen The pterosaur brute slams into an obstacle!
The pterosaur brute is caught in a cloud of pterosaur brute froze aur brute bites the Klan-Master in the tongue, tearing apart The pterosaur brute latches on firmly! pterosaur brute is caught in a cloud of pterosaur brute frozen The Administrator slams into the pterosaur brute! The Klan-Master slams into the pterosaur brute! The pterosaur brute slams into an obstacle! The pterosaur brute's right upper leg takes the full force of the impact, bruising the scale! aur brute bites the Administrator in the head and the severed off in an arc! aur brute is caught in a burst of pterosaur brute frozen ur brute is caught in a cloud of pterosaur brute froz saur brute bites the Klan-Master in the left eyelid, tearing The pterosaur brute latches on firmly!
The pterosaur brute is caught in a burst of Raunchbuff's pterosaur brute Thîkut Vabôkamal, Administrator has been found dead.

```
Pterosaur Brute
Pterosaur Brute
Emadråsh, Pterosaur Brute
Salirathser, Pterosaur Brute
Pterosaur Brute
Ezukitred, Pterosaur Brute
Pterosaur Brute
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Pterosaur Brute
```

Our solders can't fight effectively as the demons are attacking on the stairs, and refuse to advance when we retreat. Then, a most horrifying development comes up the hatchway.

Tun `LordBrassroast' Kadollitast, Administrator has entered a martial trance! Mondûleb, Pterosaur Brute has given birth to a girl.

For every demon engaged in combat, they **BREED** more! Full formed adults, replenishing their numbers as ours falls. The entire fortress shakes as plums of extract go flying.

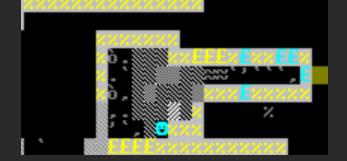


The military however stays steadfast.

The pterosaur brute's left upper leg takes the full force of the impact and the part splits in gore! An artery has been opened by the attack! The pterosaur brute's head takes the full force of the impact and the part splits in gore! An artery has been opened by the attack!

An artery has been opened by the attack, a sensory nerve has been severed, a ligament has been torn and a tendon has been torn!

The pterosaur brute falls over.



But the demons continue to reproduce.

Pterosaur Brute has given birth to twins. Pterosaur Brute has given birth to a boy.

The sounds of battle can be heard all throughout Doomforest

The Administrator slashes the pterosaur brute in the left upper leg with his Kokebkomut Niruräkim, fracturing the bone! An artery has been opened by the attack and many nerves have been severed!

The pterosaur brute strikes at the Administrator but the shot is blocked with Sinsotamkin!

The pterosaur brute misses the Administrator!

The Administrator stabs the pterosaur brute in the upper body with her Esteel spearE, tearing the muscle and tearing the heart!

A major artery in the heart has been opened by the attack!

The Esteel spearE has lodged firmly in the wound!

The Administrator is caught in a cloud of pterosaur brute frozen extract!

With careful ordering, we've managed to move the fighting from the stairwell and into the checkerboard. We're gaining the ground, but each demon we slay, two more replace it if we're not quick.

| Pterosaur Brute                | Deceased |
|--------------------------------|----------|
| Godumtunur, Pterosaur Brute    | Deceased |
| Pterosaur Brute                | Deceased |
| Pterosaur Brute                | Deceased |
| Pterosaur Brute                | Deceased |
| Guthstakâtrid, Pterosaur Brute | Deceased |
| Pterosaur Brute                | Deceased |
| Pterosaur Brute                | Deceased |
| Salirathser, Pterosaur Brute   | Deceased |
| Pterosaur Brute                | Deceased |
| Ezukitred, Pterosaur Brute     | Deceased |
| Pterosaur Brute                | Deceased |
| âtridsined, Pterosaur Brute    | Deceased |
| Itredgulgun, Pterosaur Brute   | Deceased |
| Angenkebul, Pterosaur Brute    | Deceased |
| Pterosaur Brute                | Deceased |
| Bugsudulthush, Pterosaur Brute | Deceased |
| Pterosaur Brute                | Deceased |
| Mondûleb, Pterosaur Brute      | Deceased |
| Kalengig, Pterosaur Brute      | Deceased |
| Nekoligest, Pterosaur Brute    | Deceased |
| Dakasdusak, Pterosaur Brute    | Deceased |
| Lemlorkåtdir, Pterosaur Brute  | Deceased |
| Lidodkåtdir, Pterosaur Brute   | Deceased |
| Pterosaur Brute                | Deceased |

Nearly half our forces have already been killed, and many more are wounded. The demons momentary retreat, and the decision is made.

"Fallback!. Seal the hatches!"

We have failed ...

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 10:46:05 am

First Acolyte of the Veterans of Deathgate
3rd of Moonstone - Early Winter
===

This is not the end. Despite our failure, and the anger the **The One True God** has, we have felt in our heart that our fated end has been postponed. There is still time to retake the holy land. At first of Spring, the guard will change, and another will lead Doomforests. The Veterans of Deathgate will go into hibernation, but we will leave the seeds for the future.

Already tails of our battle have begun to reach out into the world. Solders have flocked to this place to learn to fight, and part take in the great battles we will see. As of writing, six have already joined us, and many in the bar continue to consider it before petitioning the mayor.

```
Status of Deduk Hallstops

wishes to reside in

Doomforests

for the purpose of

soldiering.

Do you approve this request?

a: Approve b: Deny
```

I've prayed and mediated, and we've come up with a solution. We have enacted a full draft. With the exception of woodcutters, miners, and armorers, all shall be drafted, and serve six month training periods every year under our surviving lords, training in groups of two, as guided by visions of a great commander (http://www.bay12forums.com/smf/index.php?topic=150534.0).

```
No scheduled order No scheduled order Train
(C)Train
 Train
 No scheduled order
Train
 No scheduled order
 Train
Train
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Train
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 No scheduled order
Train
 Train
 No scheduled order
 No scheduled order
Train
 Train
```

We expect to have our first set of lords within 1-2 years, with the rest of the fortress following in 3-4 as long as future overseers maintain it. Even now, our first recruits suit up, and new sets of armor are ordered.

Recruit/Others 🖰 23

```
iron bars [55]
gold bars [637]
silver bars [1089]
copper bars [1059]
nickel bars [16]
zinc bars [2]
bronze bars [108]
brass bars [1510]
steel bars [319]
```

We will not forget. We will continue. The Veterans of Deathgate will continue. Winter is now upon us. We can only sit and wait.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 10:56:37 am

Gwolfski is to be exempted from taking part in combat. Do train him in the use of an axe though,

Sincerely, Gwolfski, Duke of Breadbowl

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 10:59:05 am

```
Quote from: Gwolfski on June 06, 2016, 10:56:37 am

Gwolfski is to be exempted from taking part in combat. Do train him in the use of an axe though,

Sincerely, Gwolfski, Duke of Breadbowl
```

Are you actually supposed to be the duke? I can actually set that correctly if that's what its supposed to be in terms of plot.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 11:32:35 am

I wish :P

I am the duke over in Breadbowl (another succession fort)

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 01:43:20 pm

Turn complete, uploading momentarily

First Acolyte of the Veterans of Deathgate Final Update

===

The world has pased into 1075. This composes the final update of the overseer log until the Veterans of Deathgate once again take power.

```
Tun 'LordBrassroast' Kadollitast, Administrator has been found dead.
Alåth Idenuvar, Presser cancels Store Item in Stockpile: Experiencing emotional shock.
basalt Floor Grate destroyed by Ezukdaros, Pterosaur Brute.
Dôbar 'Callista II' Engigvabôk, Gem Cutter cancels Make steel bars: Needs 1 iron bars.
Kogan Astathel, Elite Marksdwarf has been found dead.
Melbil Tobulrimtar, Swordsdwarf has been found dead.
Dôbar 'Callista II' Engigvabôk, Gem Cutter cancels Make steel bars: Needs 1 iron bars.
Zulban Obokmurak, Wrestler has been found dead.
Zulban Ducimkogan, Administrator has been found dead.
```

A census has revealed most of our dead. Slabs have been commissioned.

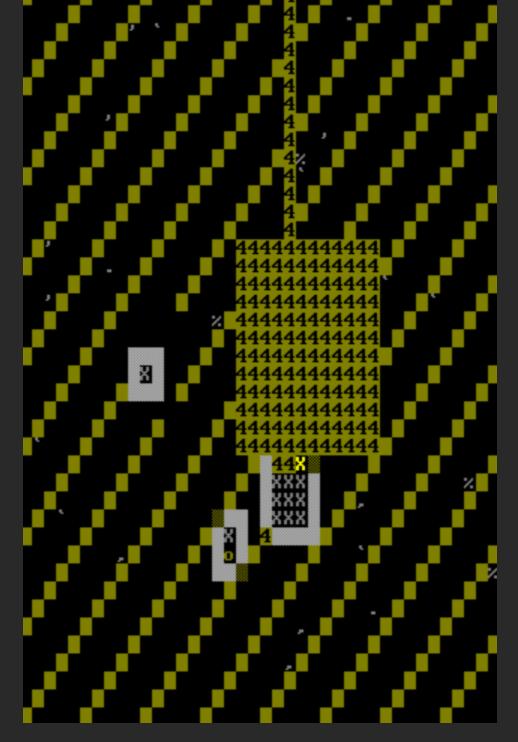
"Cog Abbeymerged"
Baroness Consort of Savagele
No Activity
Warrior
This visitor has come
seeking work as a
mercenary. She heard The
Dumplings of Courtesy would
make a good base for a
mercenary.

A baroness has joined the cause. As of writing, over 18 mercencies have joined up with us. (NOTE to future overseers, make sure Tip of the Worlds has open beds at all time, check L menu).

| Mercenary<br>Mercenary | Nako Enggônguslu, Elf Crossbowman<br>Mûthkat Zonthabost, Hammerdwarf |
|------------------------|----------------------------------------------------------------------|
| Mercenary              | Deduk îtontôsed, Hammerdwarf                                         |
| Mercenary              | Tista Hodegust, Human Maceman                                        |
| Mercenary              | Edëm Kuletazzin, Marksdwarf                                          |
| Mercenary              | Kadôl Ingishunâl, Swordsdwarf                                        |
| Mercenary              | Tekkud Mishosducim, Speardwarf                                       |
| Mercenary              | Nulce Asothalo, Human Lasher                                         |
| Mercenary              | Meng Duradkeskal, Swordsdwarf                                        |
| Mercenary              | Båx Espedang, Elf Crossbowman                                        |
| Mercenary              | Kosoth Uzolbomrek, Speardwarf                                        |
| Mercenary              | Daseb Aluked, Human Hammerman                                        |
| Mercenary              | Cog Astdural, Macedwarf                                              |
| Mercenary              | Kadest Udondolak, Human Pikeman                                      |
| Mercenary              | Zulban Atheltögum, Marksdwarf                                        |
| Mercenary              | Cog Kuletkir, baroness consort of Savageletters                      |
| Mercenary              | Kib Athelesdor, Hammerdwarf                                          |

I've renamed the tavern to be more fitting in line with our goals

The Tip of Worlds



As demands on our metal industry grows, we ran out of iron. Mining has resuming in search.

### Kogan 'Gwolfski I' Thbokrg, Chf Engnr Release Pet

Grolkski II has taken to adopting every pig in the fort (you have a preference for them ... crazy pig engineer?)

In other news, the designnated heir died.

The Designated heir is having trouble breathing!

The Esilver war hammer has lodged firmly in the wound!

The Assistant Health Inspector pulls on the embedded Esilver war hammer.

The Assistant Health Inspector bashes the Designated heir in the head with her Esilver war hammer, bruising the fat through the Esteel helm:!

The Assistant Health Inspector bashes the Designated heir in the head with her Esilver war hammer, bruising the skin through the Esteel helm:!

The Assistant Health Inspector bashes the Designated heir in the head with her Esilver war hammer, bruising the fat through the Esteel helm:!

Reasons unclear. (nothing in justice, or sparring or combat logs beside this)

Sparring proceeds afoot

the Human Maceman Tista Hodegust is sparring.
the Speardwarf Tekkud Mishosducim is sparring.

Word of our efforts has spread to the point even a baroness has decided to enlist

```
Cog Kuletkir, baroness conso
"Cog Abbeymerged"
Baroness Consort of Savagele
No Activity
Warrior
This visitor has come
seeking work as a
mercenary. She heard The
Dumplings of Courtesy would
make a good base for a
mercenary.
```

This concludes the Veterans of Deathgates reign.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 02:00:58 pm

Come and get it: http://dffd.bay12games.com/file.php?id=12121

I have no idea who's next, so I'm not sending a PM.

Notes for future overseers:

- The two DG squads are all mercs and a legendary hammerdwarf as squad milita leader. Non-dwarves can't be captains or nobles (normally, the king was hacked). Leave them training 24/7.
- We're getting a picket line for the military because its an old save so we can't get philosphers or poets. A DFHack fix might be possible but difficult
- We'll keep getting petitions as long as there are open beds on "The Tip of the World" We've got 16 total, 6 open.
- Humans and elves can use foreign weapons like two handed swords. Trade with the humans to get these. We can't make them
- Goblins can only use the same set of weapons dwarfs normally can.
- I still can't find the temple
- The entire fort was drafted, they'll alternate every six months and are setup to mint lord status in about a years time as I mixed them with the surviving lords.
- We need steel
- Non-dwarfs need special armor. This goes for the prime minister too. It has to be queued up by hand at a forge, then set in the details screen
- We got a pikeman, I'd like to see a pikelord; pikes are the most effective weapon period against demons/large monsters.
- Make sure the mayor stays free. I evicted him from the military, and cleared labors. He's necessary to accept petitions. We still have a picket line (Guest / No Job means they're waiting for the mayor).
- Forbid the candy in the fort, or moods will fail. In a pinch, break down the trade depo to get three raw candy.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheFlame52 on June 06, 2016, 02:01:50 pm

Imagine how shittily this would have gone if I hadn't trained up three squads of steel-clad legends.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 02:07:51 pm

Quote from: TheFlame52 on June 06, 2016, 02:01:50 pm

Imagine how shittily this would have gone if I hadn't trained up three squads of steel-clad legends.

I won't have tried it if you hadn't. When did Toady add demon breeding? We would have won hell had they not been popping out new demons on a near daily basis.

Course now, I'm hoping to have an entire fort of lords ^\_^.

### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Sacasco on June 06, 2016, 02:26:55 pm

I'm not entirely sure who's next. It's either Imic, if they're willing to take a turn without destroying the fort, or (I think) Gwolfski.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 02:34:40 pm

It's ironic that we're so used to not having turns get completed that on the rare occasions it happens we get confused and stubble around.

Hope everyone enjoyed my turn.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 03:13:05 pm

me now

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 03:39:24 pm

Quote from: Gwolfski on June 06, 2016, 03:13:05 pm

me now

Well, Imic was next on the turn list, but at the time, the plan was to kill the place. That changed when the fort ascended back to a usable FPS. But Imic also said he was busy with Breadbowl so I'm honestly not sure what the sitrep is.

If you go next, can you do me a favor and report what your average FPS is? My laptop is garbage so I'd like an actual benchmark to compare it to. I'd also like it if you left the military training as I set it up on the offhand chance we can actually end up with 70+ lords. in 3-4 turns.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 03:48:51 pm

sure

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 03:52:19 pm

I'm also looking with DFHack how hard it would be to add the missing raws to get scholars and such working. That one is a fairly invasive edit so I'm not sure if its worth the risk.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 04:01:16 pm

Have there been any modifications to the raws already? If not, it should be as simple as copy over fresh raws.

edit:

Ill copy the prime minister changes into a fresh 43.xx raw. Any other files other than entity\_default changed?

we need about 10 extra lines for scholars me thinks.

Well, i just did that. Let's see what happens.

I need 42.06 raws, dont i? sigh

Firing up the game...

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 04:17:34 pm

I'm getting 13-14 fps without even putting df priority to high.

Wheres all the miners?

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 06, 2016, 05:05:53 pm

Quote from: Gwolfski on June 06, 2016, 04:01:16 pm

Have there been any modifications to the raws already? If not, it should be as simple as copy over fresh raws.

edit:

Ill copy the prime minister changes into a fresh 43.xx raw. Any other files other than entity\_default changed?

we need about 10 extra lines for scholars me thinks.

Well, i just did that. Let's see what happens.

I need 42.06 raws, dont i? sigh

Firing up the game...

The raws weren't changed except to make the monkeys war trainable. Nobles aren't read in from the raws post worldgen. I had to modify the memory structures directly. Recommend using the raws with the save

### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 06, 2016, 05:20:27 pm

What. The. Hell. I go to work for 7 hours, come back and we've lost the battle on hell.

Also, I was next after NCommander, but you can have the save...

Gwolfski at the helm of Doomforest...

\*shudders involuntary\*

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 06, 2016, 05:31:26 pm

Well, in NCommanders defense, this is not, by far, our worse loss (see Taupe's first turn) and considering how he skillfully handled the retreat resulting in only a few deaths, not bringing the entire population down to one dwarf and goblin ( again, see Taupe's first turn), and how he skillfully handled the fortress and saved it, not damn it ( see pretty much anyone's turn), I believe this was a win.

Hail NCommander! Savior of Doomforest!

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 06, 2016, 05:35:31 pm

Still, nothing will happen if i dont find the fecking miners!

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheFlame52 on June 06, 2016, 06:06:10 pm

There's a few in there. They just aren't called miners.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Imic on June 07, 2016, 12:44:43 am

I am a bit busy right now, since it's anuall move-all-the-furniture-around week. Oh well. At least my computer has more wifi where it will be now.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 07, 2016, 01:22:20 am

Quote from: Gwolfski on June 06, 2016, 05:35:31 pm

Still, nothing will happen if i dont find the fecking miners!

There should be a few. I lost a good number of them earlier. They're one of the few who aren't drafted, but there's a massive dig job designated to try and find more iron which is probably got their attention. Make sure you designate mining priority 1 which helps, but it took months in game to dig out some of the passages I needed.

Miners seem kinda flakely in 42.06, I had a lot of trouble getting them to dig anything

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Sacasco on June 07, 2016, 03:03:56 am

Quote from: NCommander on June 07, 2016, 01:22:20 am

Miners seem kinda flakely in 42.06, I had a lot of trouble getting them to dig anything

It seemed to me like the priority for mining was greatly reduced, so they'd often haul rather than mine, if the job was closer. That's the opinion of a definite non-expert, though.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 07, 2016, 03:05:11 am

I added in the new entity\_default raws. Hopefully scholars might work? No crashes yet.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 07, 2016, 05:03:09 am

Journal of Gwolfski II, Mad Mechanic Chief Engineer.

Some time after beginning of spring

Ah yes! I'm overseeing this mess now! We shall collonise hell. And grow strawberries in it!

whenever elven caravan arrived

Good. We need more pets. People are getting depressed.

(5 minutes later)

WHAT'D'YA MEAN THERE WAS WOOD THERE!?! MILITARY, SLAUGHTER THE LYING TREEHUGGERS! Jeez.

early slate

Oh look, a forgotten beast and a thresher.

Oh look, a dead forgotten beast and a spear wielding thresher.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 07, 2016, 06:12:30 am

The entire fort is armed with weapons, though I thought I cleared the caverns before I sealed them.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 07, 2016, 08:32:59 am

It came in, 5 minutes later was dead.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Max™ on June 07, 2016, 08:53:57 am

Hah, was reading up some and saw the link for Ncommander to catch up on the history.

I love that Taupe's turn was just finishing off Psychoangels turn, and almost ready to start their turn properly when the whole WEREANTELOPEDEATHSNAILGOATCORPSEFEST 1070-something(?) took place.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 07, 2016, 09:07:05 am

As a note, I don't think its possible to grow strawberries in hell on this map, I didn't see any place where there's a straight shot up unless you use the SMR digging bug, or find another candy tube.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 07, 2016, 12:03:33 pm

I'm planning to do a sky collpase bug thing.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 07, 2016, 12:26:43 pm

Quote from: Gwolfski on June 07, 2016, 12:03:33 pm

I'm planning to do a sky collpase bug thing.

Sky collapse? Not familiar with that one. Demons in this version are very very strong. Be careful and not off the fort, mmkay?

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 07, 2016, 01:03:27 pm

Sky collapse: If you build a wall at the highest level, it and all connected walls below lose support from the sides, resulting in cavein.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Max™ on June 07, 2016, 04:09:30 pm

Does that still work?

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 07, 2016, 04:20:11 pm

It better.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 10, 2016, 08:26:10 am

Progress update : All Most is well.

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 10, 2016, 10:41:22 am

Quote from: Gwolfski on June 10, 2016, 08:26:10 am

Progress update : All Most is well.

You killed the PM again, didn't you :P

Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 10, 2016, 11:39:54 am

Hmm? What? No, it's the blood.... There's so much and nobody is cleaning it....

### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: NCommander on June 11, 2016, 08:45:28 am

Quote from: Gwolfski on June 10, 2016, 11:39:54 am

Hmm? What? No, it's the blood.... There's so much and nobody is cleaning it....

dfhack "clean". Cleaning is known to be very bugged, and blood does horrid things to FPS. The downside is it gets rid of extracts lying the fort

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 11, 2016, 11:02:54 am

But I like elf-blood! It's so pretty....

#### Title: Re: The Golden Age of Doomforest: Imic wants a turn!

Post by: Imic on June 13, 2016, 01:25:25 pm

Can i have a turn now? Not this instant, but next week i would like a turn. Thx.

### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Drazoth on June 13, 2016, 01:33:24 pm

or by. Diazoth on Julie 13, 2010, 01:33:24 pin

Yeah, any news? I'm kinda curious to find out why you've been silent for so long.

### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 13, 2016, 01:47:24 pm

ot by. **Gwoliski** oli **Julie 13, 2016, 01:47:24 pili** 

Just chugging along, should reach autumn by tommorrow. Ill have a decent update in two days. Unless something fun happens

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 13, 2016, 09:56:18 pm

t by. The inition carry aran on June 13, 2010, 09:30:1

Quote from: Gwolfski on June 13, 2016, 01:47:24 pm

Just chugging along, should reach autumn by tommorrow. Ill have a decent update in two days. Unless something fun happens

Gwolfski, you have until tomorrow, I will not delay this fort again, You've had several chances over the years and you've always had an excuse for not finishing. So tomorrow at 8PM central, Imic will receive the save and we will skip you. So sayeth the Keeper of the Thread

#### Artist Rendition

Spoiler (click to show/hide)



Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival

Post by: Imic on June 14, 2016, 12:21:11 am

#### I SAID NEXT WEEK!

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 14, 2016, 02:21:03 am

?

What would that be in GMT?

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Sacasco on June 14, 2016, 02:59:30 am

Hasn't Gwolfski only had one week of their two? Why this sudden imposition of a deadline?

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 14, 2016, 04:09:06 am

Quote from: Sacasco on June 14, 2016, 02:59:30 am

Hasn't Gwolfski only had one week of their two? Why this sudden imposition of a deadline?

yeah!

oh wait, I'm Gwolfski, and he said Qwolfski. I wonder who Qwolfski is.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 14, 2016, 06:36:58 am

Woops guys, I meant an update, sorry.

I wrote that post at midnight last night, cut me a break. And Qualfski is the evil twin of Gwolfski, duh.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 14, 2016, 08:11:16 am

Oh, yeah. Update tomorrow. I'll just post this little bit.

Deep in the mountains, a heated conversation was being held near the magma vent.

"What'd' you mean ya can't forge furniture?"

"Well, I can, but not at such high quality. Now if I practiced for a few months nonstop -"

"Right! We have too much copper and not enough cages! Chop chop!

The sound of chisel striking rock reverberated throughout the fortress, as blocks upon blocks where carved out. A great tower started to rise above the ground. Meanwhile, deep underground, a large tunnel was being hewed through the rock...

Old jewelers came back to their craft, churning out many cut gems. Plans on continuing the dam project were considered, but the notion of water reactors beat it. However, plans for an ornamental dam where considered.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 14, 2016, 08:31:27 am

Proof of life is needed (pictures)

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 14, 2016, 10:32:17 am

Tommroow, my friend.

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 14, 2016, 10:35:02 am

Quote from: Gwolfski on June 14, 2016, 10:32:17 am

Tommroow, my friend.

\*Loads Rage Bazooka with Rant +1 Ammo\*

You better my friend...

### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 14, 2016, 10:48:21 am

\*locates earplugs\*

"YES I WILL!!!"

# Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 14, 2016, 11:12:02 am

#### Last Journal Entry of Ryukan

As I write this, My life is slowly leaving me from multiple cuts and slices all over my body. My Precious Truthbearers are holding the fortress nicely enough, but even they are no match for the power that I awoke deep in that cave.

It was last week, I found a clue on the whereabouts of the item I have spent my life trying to find. A cave that was located on a desolate world, devoid of ALL life. I wondered this world, past ruins of once great cities and fortresses, skeletons of children and adults littered the ground, ashen wastelands surrounded the cities and were the predominant feature of this world.

The item in question was a trivial thing in hindsight. Though immensely valuable should one find it, I dreamed of being the one to find it since I was a child. A sceptre. The Sceptre of Riviera. One of the most powerful objects in the multiverse. I should have known better than to think it would be unquarded.

In my arrogance, I entered that cave alone and only lightly armed. I slowly walked, ever deeper. Through twists and turns, down and down I went. Farther than even the deepest of dwarven mines. Days was what the journey was measured in. Around the third day, I started hearing it, slights scratches that followed the ground behind me. At fist, I chalked it up to my active imagination. But, after the fourth day, they persisted.

And finally, On the Fifth day, I came across it, a small door. Wen I opened it, I was greeted by a small chamber. No dust was present, the air was deathly still. I made my way to the far wall, and the Throne that sat against it. The throne was empty but for a small cloth bundle that, when I opened, contained the most beautiful sceptre I ever laid eyes upon.

My marveling was cut short by a screech that rent the very air. I looked out the door, and a set of eyes greeted me. These eyes, were not of any mortal being, blacker than the abyss, they only stood out in the blackness around them by being even *more* black. I felt something that I never felt before, nor ever will again.

It lunged at me, I barely dodged it and I ran. To my eternal shame, I ran for the life and love of all that I ever held dear. The sprint up was the most horrible thing I have ever endured. It stayed with me, toying with me, cutting me and slicing at me with claws that were several feet long. I only ever got one glimpse of it, a small creature of a warped body, grey and dry, with elongated limbs with claws that looked like scythes. That image only served to keep my body in even more panic.

After only hours, I made it to the surface, I turned to look at my pursuer, only to see it stop just short of the light, a mocking name to what that dying star produced, more like an eternal twilight. It looked at me and I paniced again and ran.

After a while, I found an old ruined castle, and I summoned a detachment of Thruthbearers. To my folly, I should've just left that world, but I needed that sceptre which I had dropped in the chamber. I was almost patched up and we were ready to leave to challenge it, to show it that nothing makes a fool of me.

I was a fool.

As night fell, we were waiting for our scouts to report back, when that screech once again rent the air, even more unsettling than before, how could one creature emit a scream from every where at once? We soon had our answer.

Only one of the three scouts came back, and she only weakly said one word "Run!" before succumbing to her wound, a pierced chest.

I ordered the gate shut to the castle, I ran to activate the portable portal, but it wouldn't open. I then heard, on the wind, a voice of pure hatred and evil chanting powerful words of entrapment. We were stuck in the castle.

I manned the wall with my troops. I gazed upon the ashen wasteland, and beheld a sight that will stay with me until I pass from this world. An army of these creatures swarming towards us.

It was a slaughter. We lost the outer walls in 5 minutes, the inner walls in 7. I was wounded in the retreat. Now I sit here in the keep with the last 12 Thruthbearers. Even now they are using their bodies to slam the stone with reckless abandon. I hear their screeches, I am frightened. This room is the same one as was shown to me in the portal back in Doomforest. I can only hope some one comes to our aid soo----

\*Blood covers the last pages of this journal\*

Airith puts the journal down.

"Has his body been interred yet?"

"There was none madam." Says her secretary.

"I was there, there were several." Airith says angrily.

"Yes, but his was not among them"

"What. How could his body not be there, the blood pooled there was more than enought to die from bloodloss alone?"

Ryukan, where are you... Airith wonders to herself as she is lead to be crowned the new Headmistress

#### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheFlame52 on June 14, 2016, 04:09:05 pm

I'm not sure I've ever seen Gwolfski post a picture.

EDIT: Guys, give Gwolfski some slack, he's playing Necrothreat at the same time.

#### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Taupe on June 14, 2016, 04:18:34 pm

Quote from: TheFlame52 on June 14, 2016, 04:09:05 pm

I'm not sure I've ever seen Gwolfski post a picture.

EDIT: Guys, give Gwolfski some slack, he's playing Necrothreat at the same time.

Well that's just poor time management :/

#### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 14, 2016, 05:14:01 pm

Actually, Doomforests is in the background on one core, while I'm messing with Necrothreat on the other. Both go so slowly it's not a problem.

#### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 14, 2016, 05:47:18 pm

Quote from: Taupe on June 14, 2016, 04:18:34 pm

Quote from: TheFlame52 on June 14, 2016, 04:09:05 pm

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Well that's just poor time management :/

Quote from: Gwolfski on June 14, 2016, 05:14:01 pm

Actually, Doomforests is in the background on one core, while I'm messing with Necrothreat on the other. Both go so slowly it's not a problem.

Gwolfski, I WILL expect a picture up by 8. And before you say I told you tomorrow, I told you that yesterday. So get cracking. And post the z screen with date *and* fortress name, to see if you've even played.

#### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 14, 2016, 06:14:40 pm

I had a situation at home. As a result, I've lost access to my original computer for roughly a week. I can't do the same thing over. I think ill stop getting involved in playing succesion games until my situation stabilises. Stick me at rock bottom of the list. : ( . I'll have a ho at Necrothreat cos I dont have to finish a year there. Once again, I apologize, and I hope I'll have a more stable life after a few weeks. Sorry for wasting a week. :-[

#### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 14, 2016, 06:21:54 pm

Quote from: Gwolfski on June 14, 2016, 06:14:40 pm

I had a situation at home. As a result, I've lost access to my original computer for roughly a week. I can't do the same thing over. I think ill stop getting involved in playing succession games until my situation stabilises. Stick me at rock bottom of the list. :'( . I'll have a ho at Necrothreat cos I dont have to finish a year there. Once again, I apologize, and I hope I'll have a more stable life after a few weeks. Sorry for wasting a week. :-[

I owe Taupe 5 bucks.

I think I'll give the fort a spin, finally... Any suggestions on who to RP as?

#### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: Gwolfski on June 14, 2016, 06:23:30 pm

Do Smunstu.

#### Title: Re: The Golden Age of Doomforest: Tales of the Goblin King and of the Great Revival Post by: TheImmortalRyukan on June 14, 2016, 08:03:11 pm

### Journal of Smunstu, Prime Minister of The Town of Stroking

After years of waiting and planning, I am finally the undisputed ruler of not only Doomforest, but of the entirety of the Town of Stroking. I have also felt the presence of Ryukan. He requested that he be able to abide in my sword. I agreed, and now his spirit now resides by my side, giving me council. At first I was skeptical. But then, this past week, the remaining elements of both The Ministry and The Order of the Black Arrow combined their resources, and now I am the Head of the Ministry AND the Order of the Black Arrow: Doomforest Division.

Using this new found political power, I wrest control of the overseer ship from Gwolfski, and using the temporal machine, I have travelled back to claim my rightful position, As The Ruler of Doomforest.

My first order?

A new palace of course. I need a place to rest my aching bones.

### Palace of the Setting Sun



#### The Age of His Most Serene Majesty, The Prime Minister

Spoiler (click to show/hide)
He is two hundred twenty-nine years old, born on the 16th of Timber in the year 846.

After this, I look at our stockpile I see that we are good to last a while. The military seems very competent, especially after NCommander's rule.

I will sleep on this and come up with a plan of action tomorrow. Ryukan concurs. His presence is oddly comforting, though the looks people give me when they see me talking to my sword is very amusing.

(OOC: I hereby Declare Timber 16th, A holiday of the utmost respect. I am also aware of the Palace he already has, This one is just bigger and located on the main floor.)

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 14, 2016, 08:34:20 pm

#### Imperial Missive to Order of the Ale:

Your Squad is now ordered to the protection of the Prime Minister and to project his will to all his subjects. The New Imperial Code of Law is as Follows:

- 1. All Persons must Register with the Office of Population Management.
- 2. All Future Overseers must present Forms to the Office of the PM, The Template of which will be set at a later date
- 3. All Production and growing of the Heretical plant, the Strawberry, will hereby be outlawed and punishable by death by the Hammerer
- 4. Any overseer who does not finish their turn will only receive **ONE** more chance at redemption.
- 5. The Prime Minister will be styled as "His Most Serene Majesty, Prime Minister of Doomforest and Emperor of the Town of Stroking, Smunstu I"

Glory to the Empire, Glory to Doomforest, and Glory to the Prime Minister!

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: NCommander on June 15, 2016, 03:18:22 am

#### First Acolyte Veterans of Deathgate

==:

Despite recent setbacks, Smunstu has been elected to run Deathgate as overseer. While we do not have control over his actions, given he was touched by **Him**, we can only hope for greatness on our way to reclaim the holy land. Our direction on military training has so far withstood in his reign, with the exception that The Order of the Ale is now acting as the Royal Guard.

Although not our intent, having Smunstu guarded serves us well as **He** begins to stir and waken. We have intercepted the imperial missive to the Order of the Ale, and we approve of its changes as it prolongs the possibility that we may once again rule and reclaim the holy land.

We watch from the shadows, and pray that we will find a way to reach the holy land before all is lost.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 16, 2016, 11:11:19 pm

Guys,

Something Big in RL has come up, I cannot fulfil my duties as Thread keeper, I will pass my save on, and I will give my user password to Taupe if he wishes. I'm sorry for whatever inconvenience this may cause you. I have had fun here on the forums. Know that this is my only option right now.

I do not intend to return.

-The Immortal Ryukan

(P.S. I give ownership of the O.B.A. to whomever claims it first.)

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: NCommander on June 16, 2016, 11:25:17 pm

Quote from: TheImmortalRyukan on June 16, 2016, 11:11:19 pm

Guvs

Something Big in RL has come up, I cannot fulfil my duties as Thread keeper, I will pass my save on, and I will give my user password to Taupe if he wishes. I'm sorry for whatever inconvenience this may cause you. I have had fun here on the forums. Know that this is my only option right now.

I do not intend to return.

-The Immortal Ryukan

(P.S. I give ownership of the O.B.A. to whomever claims it first.)

I hope everything is alright. Best of luck mate. We'll be here if/when shit calms down.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Imic on June 18, 2016, 12:03:39 pm

I hereby claim the save. I shall take it on monday, when RL stuff is out of the way.

Ryukan, I wish you all of the luck that I can give you. I shall send my turn to you if you cannot read it. Good luck. And happy living.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Max™ on June 18, 2016, 04:23:45 pm

Oh sure, give control of it all to Taupe, what could go wrong? :D

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Taupe on June 18, 2016, 06:12:23 pm

Quote from: Max<sup>™</sup> on June 18, 2016, 04:23:45 pm

Oh sure, give control of it all to Taupe, what could go wrong? :D

I did receive the OP's account management info, but I barely have time to manage a thread, sadly. My orders, in this case, are to find someone I can trust who wishes to maintain the OP/run this succession, and forward the login infos to him/her. My first go-to person for this kind of duty would be, i guess, Flame, because he's taken like 5 turns in Doomforests and is an overall reliable and active member. If you think you could do a good job or want to take over, drop your name and I'll hold a vote or draw names from a hat or kill a hobo and Ouija his spirit wisdom out of a board I dunno. I'd ideally like someone who has been around Bay12 for a while and likely wont disappear overnight, because having to find a *sixth* person to maintain this fortress would probably be on the silly side of things.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Imic on June 19, 2016, 12:35:30 am

There have been six people running this thread?! Oh. My. God.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Max™ on June 19, 2016, 01:35:24 am

Doomforests: Yo dawg, I heard you like succession game threads, so we put succession in your succession thread, so you can have a succession of succession thread maintainers.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheFlame52 on June 19, 2016, 11:19:17 am

I'll do it I guess.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Imic on June 19, 2016, 02:11:28 pm

Quote from: TheFlame52 on June 19, 2016, 11:19:17 am

I'll do it I guess.

Flame. You have been here for so long. This fort may never end. If it does not, i fully support you in taking up the mantle of thread keeper.

Another question which i already know the answer to: shall i end the fort yet? (The answer is obviously no)

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 19, 2016, 04:36:23 pm

Well, that was THE biggest let down ever (its actually me).

I was expecting to be unable to continue paying the game for at least a few years. But it seems luck was on my side.

I do not wish to get into the details of it, but lets just say that I'm officially back, And I still have my save file, gonna finish my turn within the allotted week.

Sorry for that (almost) calamity and the ensuing chaos.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Drazoth on June 19, 2016, 04:38:03 pm

Good to have you back, even if it prevents my hostile takeover of the OBA.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 19, 2016, 04:47:53 pm

#### Journal of Smunstu

That was weird. I felt the presence of Ryukan leave me for a bit. As he left, I heard the very voices of the watchers, as they clambered to figure out what had happened. Their argument shook the very foundations of the fort, but when I asked my fellow dwarves, they had no idea what I was talking about. I guess I am the only one who can hear the voices of the watchers, they who look after the dwarves and silently guide them.

On a more physical level, work on the Palace of the Setting Sun is progressing smoothly, if somewhat slowly.

I also received a letter from an old goblin friend. Apparently my dear usurper brother, he who took my original throne from me, was going mad and drunk with power. I warned those fools what would happen if they dethroned me. Now they are paying for that mistake. From what I could gather, one of the watchers made a deal with my brother so that if they kept me here as prisoner, he would only send "token" sieges. I can't complain now though. Look at me. The office of "king" of the goblins was filthy, living in your own trash, dead bodies and stinking trolls everywhere, cries of stolen babies permeated the night. But here?

I am Emperor.

I am a God.

I am Smunstu.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Taupe on June 19, 2016, 05:06:28 pm

What the actual balls.

This is how religions get started man.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 19, 2016, 05:08:49 pm

Quote from: Taupe on June 19, 2016, 05:06:28 pm

This is how religions get started man.

Doth thou Dare Question Thy Power?

I Was Gone, Now I return on the changing of the Tide.

In all seriousness, Smunstu IS a god for all intents and purposes, Goblins are Immortal and he is the ruler of the Town of Stroking, and he has the full backing of us watchers, we who have the power at any time to just delete all of their existence. So yes, Smunstu is a god among them.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheFlame52 on June 19, 2016, 05:14:14 pm

Well okay then.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 19, 2016, 05:26:40 pm

Dude, I should Commission a painting of that.

"The Watchers of Doomforest"

It will show all of us in our respective personas, sitting around a table, and on the table will be the entire world. It would show us bickering and everything.

Just an idea (I haven't slept in two days)

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: NCommander on June 19, 2016, 11:01:32 pm

I'm so happy I custom engineered him a soul now.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over

Post by: Imic on June 20, 2016, 01:04:39 am

Let down? I'm not- actually, I'm not going to ask.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 20, 2016, 01:57:42 am

Quote from: Imic on June 20, 2016, 01:04:39 am

Let down? I'm not- actually, I'm not going to ask.

Yeah, it meant I had no excuse to stay gone from here, no chance to save me soul.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: NCommander on June 20, 2016, 02:04:45 am

Quote from: TheImmortalRyukan on June 20, 2016, 01:57:42 am

Yeah, it meant I had no excuse to stay gone from here, no chance to save me soul.

I could always DFHack you a new one :) I'm fairly sure we can find a willing donor. Or a cat wandering around in a pinch.

(it's nice to have you back.)

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: QuQuasar on June 20, 2016, 02:41:21 am

Hmm... sign me up. I have a brilliant (terrible) idea for my turn.

Here's the thing: I haven't read the Doomforests thread at all. All I really know is that it has cults, soap, and has been going for quite a while. So rather than looking at the save and trying to catch up with the thread like a sensible person, I'll sign up for a turn *completely ignorant* of what awaits me.

During my turn I will roleplay an amnesiac and extremely gullible dwarf. Everyone else is free to try and manipulate me into doing what their dwarves/cults want me to do, and I will obey to the best of my ability.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Gwolfski on June 20, 2016, 02:48:20 am

Quote from: TheImmortalRyukan on June 19, 2016, 05:26:40 pm

Dude, I should Commission a painting of that.

"The Watchers of Doomforest"

It will show all of us in our respective personas, sitting around a table, and on the table will be the entire world. It would show us bickering and everything.

Just an idea (I haven't slept in two days)

Thanks to 42.xx , you can commission an engraving of that.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 20, 2016, 03:10:38 am

Quote from: Gwolfski on June 20, 2016, 02:48:20 am

Quote from: TheImmortalRyukan on June 19, 2016, 05:26:40 pm

Dude, I should Commission a painting of that.

"The Watchers of Doomforest"

It will show all of us in our respective personas, sitting around a table, and on the table will be the entire world. It would show us bickering and everything.

Just an idea (I haven't slept in two days)

Thanks to 42.xx, you can commission an engraving of that.

Say what you will of gwolfski, he DOES have his uses. Because that is a great idea.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Imic on June 20, 2016, 03:41:06 am

Quote from: TheImmortalRyukan on June 20, 2016, 03:10:38 am

Quote from: Gwolfski on June 20, 2016, 02:48:20 am

Quote from: TheImmortalRyukan on June 19, 2016, 05:26:40 pm

Dude, I should Commission a painting of that.

"The Watchers of Doomforest"

It will show all of us in our respective personas, sitting around a table, and on the table will be the entire world. It would show us bickering and everything.

Just an idea (I haven't slept in two days)

Thanks to 42.xx , you can commission an engraving of that.

Say what you will of gwolfski, he DOES have his uses. Because that is a great idea.

You're not wrong... That's... A... OMYGODIHAVEANAMAZINGIDEAPUTMEONTHETURNLISTWHICHISMESSEDUP!!!!!!!

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: NCommander on June 20, 2016, 03:16:32 pm

Quote from: QuQuasar on June 20, 2016, 02:41:21 am

Hmm... sign me up. I have a brilliant (terrible) idea for my turn.

Here's the thing: I haven't read the Doomforests thread at all. All I really know is that it has cults, soap, and has been going for quite a while. So rather than looking at the save and trying to catch up with the thread like a sensible person, I'll sign up for a turn completely ignorant of what awaits me.

During my turn I will roleplay an amnesiac and extremely gullible dwarf. Everyone else is free to try and manipulate me into doing what their dwarves/cults want me to do, and I will obey to the best of my ability.

That's how we lost the prime minister the first time. Just don't kill the goblin member of the fort and all will be good.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: QuQuasar on June 20, 2016, 05:20:25 pm

Quote from: NCommander on June 20, 2016, 03:16:32 pm

That's how we lost the prime minister the first time. Just don't kill the goblin member of the fort and all will be good.

I understand. Goblins are friendly and allowed to take up residence in the fort. I will take this information into consideration.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 20, 2016, 05:29:11 pm

Quote from: QuQuasar on June 20, 2016, 05:20:25 pm

Quote from: NCommander on June 20, 2016, 03:16:32 pm

That's how we lost the prime minister the first time. Just don't kill the goblin member of the fort and all will be good.

I understand. Goblins are friendly and allowed to take up residence in the fort. I will take this information into consideration.

You misunderstand.

Goblins are fair game.

His serene majesty, Prime Minister of Doomforest and Emperor of the Town of Stroking, Smunstu I; is NOT fair game.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: QuQuasar on June 20, 2016, 05:39:32 pm

Ah, thank you for correcting me. Such a misunderstanding could have resulted in many wacky hijinks if a goblin siege had arrived during my turn!

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Gwolfski on June 20, 2016, 05:45:07 pm

They bring sandwiches for Smunstu.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: PsychoAngel on June 20, 2016, 07:16:27 pm

Either that or they murder the local wildlife.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over

Post by: Taupe on June 20, 2016, 07:17:41 pm

Ouote from: OuOuasar on June 20, 2016, 05:39:32 pm

Ah, thank you for correcting me. Such a misunderstanding could have resulted in many wacky hijinks if a goblin siege had arrived during my turn!

You mean, exactly two goblins? That's Smunstu's mom, she gets worried because he doesnt call often enough.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 20, 2016, 09:03:32 pm

As my first week approaches, I will post Spring and (hopefully) Summer.

RL is still busy, though not as bad as earlier.

I also got a new computer that makes this map playable (21 FPS with this one).

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: griffinpup on June 21, 2016, 12:03:28 am

I might hop onto the ignorant baffoon train if people want me too. That sounds fun.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 21, 2016, 07:56:56 am

Quote from: griffinpup on June 21, 2016, 12:03:28 am

That sounds fun.

Someone said the words! Carp, I really liked this fort.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over

Post by: Imic on June 21, 2016, 08:04:50 am

Quote from: TheImmortalRyukan on June 21, 2016, 07:56:56 am

Quote from: griffinpup on June 21, 2016, 12:03:28 am That sounds fun.

Someone said the words! Carp, I really liked this fort.

SAVE THE BOOZE!!!!!!!!!!!!

Leave the elven traders.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over

Post by: Dark One on June 21, 2016, 10:20:11 am

Journal of Dark Two

It seems that all the doomsaying and sinister forces around Doomforests have ceased, or calmed at least.

For a short while, the fortress was managed by NCommander, a somewhat competent overseer. He was guided by One True God, probably one of the gods forming the dark tribunal - Nifih, Jeha or Gogol. His faith in that diety was so strong that it gave our dwarves power to fight hordes of demons and forgotten ones, what's more, it brought Smunstu back from his mysterious death. Not by reanimating his decomposing body, but rather by bending the energies to bring vitae back to his corpse and infuse it with a soul. But time passes quickly, and again the fortress is managed by the prime minister Smunstu.

We have received the Imperial Missive, and already our knights have been assigned to protect the prime minister - we are the Royal Guard now. Shortly we will open Office of Population Management in one of spare chambers at the brewing area, and a scribe would be selected to write down personal information. Our next move would be proper management of Bloodthorn Signup Cabin - proper overseership forms would be prepared by our scribes.

The Order agrees with most parts of new law, but there is one point that would make some things a little bit harder. Strawberries important alchemical catalyst and also a flavor to some otherwise undrinkable brews, will be outlawed. Our squads have been ordered to

search houses of citizens, to seek out heretical plant and any of based on it products, then take it to proper utilisation in magma sea. This would certainly bring Smunstu enemies among worshippers of strawberries, Gwolfski in particular.

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Gwolfski on June 21, 2016, 10:31:30 am

You! you... Monster!

However, I will comply. For now. Be warned.

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Imic on June 21, 2016, 03:16:09 pm

Finally, someone did something about the stupid strawberries.

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Gwolfski on June 22, 2016, 02:04:22 am

Quote from: Imic on June 21, 2016, 03:16:09 pm

Finally, someone did something about the stupid strawberries.

Notice, we never grew strawberries. They are reserved for growing in hell.

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: NCommander on June 22, 2016, 02:48:01 am

Quote from: Dark One on June 21, 2016, 10:20:11 am

Journal of Dark Two

The Order agrees with most parts of new law, but there is one point that would make some things a little bit harder. Strawberries - important alchemical catalyst and also a flavor to some otherwise undrinkable brews, will be outlawed. Our squads have been ordered to search houses of citizens, to seek out heretical plant and any of based on it products, then take it to proper utilisation in magma sea. This would certainly bring Smunstu enemies among worshippers of strawberries, Gwolfski in particular.

#### First Acolyte of the Veterans of Deathgate

We approve. Although one feels that the strawberry taint may be released into the magma sea and thus pass into our magma forges. To prevent further spread, we recommend liable use of Dwarven Atomsmashers.

OOC: No hard feelings Gwolfski:). But the Veterans of Deathgate do not approve of strawberries in hell. The proper surface plant is of course fisher berries

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Gwolfski on June 22, 2016, 03:18:03 am

Damn you;)

If we ever need more cults/cultists http://www.bay12forums.com/smf/index.php?topic=158754.0

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Sacasco on June 22, 2016, 10:40:47 am

Quote from: Gwolfski on June 22, 2016, 03:18:03 am

If we ever need more cults/cultists

No. Just no.

(In case anyone thinks I'm actually against the cults, I just enjoy complaining.)

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 22, 2016, 10:47:32 am

Quote from: Sacasco on June 22, 2016, 10:40:47 am

Quote from: Gwolfski on June 22, 2016, 03:18:03 am

If we ever need more cults/cultists

No. Just no.

(In case anyone thinks I'm actually against the cults, I just enjoy complaining.

No, but but but... I likes makings the chaos

Also, why is no one calling Smunstu by his full title?!?

His Serene Majesty, Prime Minister of Doomforest and Emperor of the Town of Stroking, Smunstu I

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 23, 2016, 10:46:37 am

#### Journal of Smunstu

Well, I've had a change of thought. Instead of a Palace below ground, I will build an aboveground fortress that connects to the main city. I will name this fortress The Barbican. It will hold 2 squads of dwarves and my own personal quarters. I know this move to the surface may be unpopular, but I am a goblin first and foremost. I also will use this new fortification to train our troops above ground so they don't succumb to the light of the sun.

And this fortress will be a physiological defense as well. Humans and Elves don't truly comprehend that the fortresses of dwarves go mush deeper than they can even imagine, so by building The Barbican, I will be saying in Human terms, Don't Fuck with us!

#### Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Iamblichos on June 23, 2016, 02:27:12 pm

Is my Longshanks' giant spiffy gatehouse still in existence? It had a drillyard in the main court for precisely those reasons.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 23, 2016, 05:49:07 pm

Quote from: Iamblichos on June 23, 2016, 02:27:12 pm

Is my Longshanks' giant spiffy gatehouse still in existence? It had a drillyard in the main court for precisely those reasons.

Its still there.

I just needed a thinnly disquised excuse to build a Huge dark tower for the PM

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Drazoth on June 23, 2016, 08:38:39 pm

Make it part of the Chalice of Armok! That way Glorious Smunstu can be the one to pull the activation lever!

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 23, 2016, 09:02:32 pm

Quote from: Drazoth on June 23, 2016, 08:38:39 pm

Glorious Smunstu

His Most Serene Majesty, Prime Minister of Doomforests and Emperor of The Town of Stroking, Smunstu I !!!! What is the problem with addressing the PM by his FULL TITLE!!!

#### Journal of Smunstu 1st Granite, 1075

Work is slow. Some blockhead decided to tell our only miner to NOT mine. I quickly rectify the problem. I also set about felling a large swath of this Armok-forsaken forest. After I order that to be done I take Ryukan on a tour of the fort, provided that, despite him "living" here for almost four years, he never ventured from his sanctum. I, myself, haven't seen the lower portion of the city, my quards kept informing me that Astville is a den of violence and that I should stay in the safety of Upper-Doomforest. Now that I have proclaimed myself as their Emperor, I ordered that I be allowed to tour the famed Astville and the even deeper Lower-Doomforest.

I must say, this is a clusterfuck of madness, wrapped in insanity, baked in the fires of hell, drizzled with soap, and set to dry in Despair.

I cannot fathom what these poor dwarves have endured living in this ratsmaze. I admire their courage.

#### Journal of Smunstu Granite 20, 1075

I have to say, the current bueacracy that Doomforest sports will not do. I have a council-esque government in mind. I have taken a notice to how Doomforest is like a city, with a set of Three wards. Ryukan informs me that he has the power, as a watcher, to circumvent the laws of this world, both physical and social. He tells me that he will delve into the very fabric of our existance and alter the minds of our dwarves and do away with the current Nobility and their titles. He will then delve into what he calls the "code" of our universe and set up a position of Minister. He instructs me to give the title of Minster to the heads of all the active Cults of our beloved home.

Minister of Lower-Doomforest -

Minister of Astville -

Minister of Upper-Doomforest -

Minister of The Barbican (yet to be established) - Ryukan (when he reincarnates himself)

Prime Minister - Smunstu (of course)

I will send invites to all of the Cult heads and I will take their positions in a first come, first serve basis.

(OOC: Tell me what position you want. Requirements of Office: must be the head of a cult already established in canon) (OOC [again]: I also wish to inquire about the "plot" of this thread. With the rule of NCommander, the main DOOM Plot was postponed. Anyone want to kick start a new, interim plot?)

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 23, 2016, 09:31:14 pm

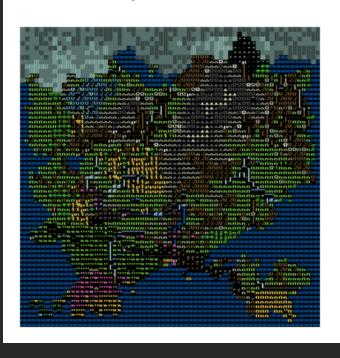
Double post, sorry

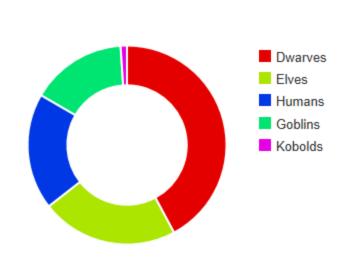
Ryukan's History Guide, Update: Granite 21st 1075

Well to start off, here is a view of the world's population percentage.

Spoiler (click to show/hide)

### Camade Ewe, The Realm of Enchantments





And here's the current standings of the Civs

Spoiler (click to show/hide)

#### **Current Civilizations: 8**

- Dwarves: 2
  - The Urn of Paint [8844 +33 ₺ , 71 ▲]
  - The Town of Stroking [7622 +0 \$, 64 ▲]
- Elves: 2
  - The Ochre Music [3280 +0 ₺, 34 ▲]
  - The Lions of Leading [2572 +312 ±, 29 ▲]
- Goblins: 2
  - The Frilly Plagues [71 +3 ±, 2 ▲]
  - The Nightmares of Warmth [24 +3 ₺, 14 ▲]
- Humans: 1
  - The Nation of Scrubbing [4385 +215 ₺, 46 ▲]
- Kobolds: 1
  - Tolus [409 +0 ±, 1 ▲]

#### Fallen Civilizations: 2

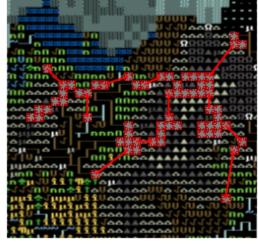
- Humans: 1
  - The Spicy Nation †
- Kobolds: 1
  - Flachumbus †

The current Domain of His Most Serene Majesty, Prime Minister of Doomforests and Emperor of The Town of Stroking, Smunstu I

Spoiler (click to show/hide)









The Lineage of The Old Kings

Spoiler (click to show/hide)

| Leaderhistory [Load]<br>Prime Ministers |    |      |           |   |                       |
|-----------------------------------------|----|------|-----------|---|-----------------------|
|                                         | 1  | 1    | the dwarf | Q | Rith Canyondwelled    |
|                                         | 2  | 82   | the dwarf | Q | Lor Mirroredfleshes   |
|                                         | 3  | 214  | the dwarf | Q | Shorast Gorgedearthen |
|                                         | 4  | 327  | the dwarf | Q | Doren Ceilingworld    |
|                                         | 5  | 440  | the dwarf | Q | Catten Steelroasted   |
|                                         | 6  | 466  | the dwarf | Q | Iden Futuresilvers    |
|                                         | 7  | 565  | the dwarf | Q | Udib Chaineddike      |
|                                         | 8  | 652  | the dwarf | ď | Kivish Whipcloisters  |
|                                         | 9  | 696  | the dwarf | Q | Onul Cavechanted      |
|                                         | 10 | 777  | the dwarf | ď | Solon Orbskeeper      |
|                                         | 11 | 826  | the dwarf | ď | Sibrek Frenzywork     |
|                                         | 12 | 935  | the dwarf | ď | Udib Salveopened      |
|                                         | 13 | 962  | the dwarf | Q | Libash Spatterwheel   |
|                                         | 14 | 1073 | the dwarf | Q | Cerol Torchflew       |
|                                         |    |      |           |   |                       |

The current population of the Town of Stroking

### Spoiler (click to show/hide)

#### **Civilized Populations**

7622 Dwarves

#### **Visitors**

- 101 Dwarf Visitors
- 11 Human Visitors
- 5 Goblin Visitors

#### Other Populations

- 582 Geeses
- 530 Dogs
- 454 Cats
- 269 Goats
- 245 Sheeps
- 214 Yaks
- 167 Turkeys
- 145 Horses
- 134 Cavies 106 Ducks
- 92 Water Buffalos
- 60 Reindeers
- 57 Guineafowls
- 57 Donkeys
- 43 Rabbits
- 38 Blue Peafowls
- 35 Chickens
- 19 Alpacas

And the current Wars being fought in His Majesty's Name

### Spoiler (click to show/hide)

| Wars | s [Load]       |                                      |                  |                                                                      |       |          |      |          |        |         |      |     |
|------|----------------|--------------------------------------|------------------|----------------------------------------------------------------------|-------|----------|------|----------|--------|---------|------|-----|
| 1    | 1051 - Present | <b>並</b> The Conflict of Assault     | defended against | The Nightmares of Warmth                                             | (V/L) | Battles: | 0 /  | 0 Sites: | 0 / 0  | Deaths: | 0 /  | 0   |
| 2    | 1053 - Present | <b>莹</b> The Steamy War              | defended against | The Frilly Plagues                                                   | (V/L) | Battles: | 24 / | 0 Sites: | 0 / 10 | Deaths: | 14 / | 102 |
| 3    | 1053 - Present | <b>±</b> The Conflict of Brutalizing | defended against | The Disemboweled Malice of 🦙 The Frilly Plagues 🛮 by 🌉 The Fair Cave | (V/L) | Battles: | 0 /  | 0 Sites: | 0 / 1  | Deaths: | 0 /  | 0   |

The Steamy War

This war is the most prominent and important to his majesty. This war has seen five battles waged in front of the very Gates of Doomforests. Each attack, the goblins are driven back in bloody defeat. Their Civilization is now just a ruined husk of a once great power.

The extent of the conflict:

Spoiler (click to show/hide)

### The Steamy War

Started in 1053, early spring, and is still ongoing. The Steamy War was waged by The Frilly Plagues on The Town of Stroking.



#### The Frilly Plagues (Attacker)

- Kills: 102
- Battle Victories: 0
- Conquerings: 10 (0 Pillagings, 0 Destructions, 9 Conquests)

### The Town of Stroking (Defender)

- Kills: 14
- Battle Victories: 24
- Conquerings: 0 (0 Pillagings, 0 Destructions, 0 Conquests)

#### The Glorious Battles:

#### Spoiler (click to show/hide)

| Warfare [Load] (Notable) |        |                                                                                                       |                      |                |    |  |  |
|--------------------------|--------|-------------------------------------------------------------------------------------------------------|----------------------|----------------|----|--|--|
| #                        | Year   | Battle                                                                                                | Victor               | , <b>*</b> (*) | *  |  |  |
| 1.                       | 1053   | 1 The Sieges of Drilling                                                                              | The Town of Stroking | 8 /            | 1  |  |  |
| 2.                       | 1053   | The 0th Unknown of Ageoils as a result of ≛ The Sieges of Drilling                                    | The Frilly Plagues   |                |    |  |  |
| 3.                       | 1053   | The Conquest of Basicshot as a result of ≜ The Sieges of Drilling                                     | The Frilly Plagues   |                |    |  |  |
| 4.                       | 1053   | The Conquest of Torchswallow as a result of $\stackrel{\blacktriangle}{}$ The Sieges of Drilling      | The Frilly Plagues   |                |    |  |  |
| 5.                       | 1053   | The Conquest of Sunnybridges as a result of $\stackrel{\bullet}{\underline{}}$ The Sieges of Drilling | The Frilly Plagues   |                |    |  |  |
| 6.                       | 1053   | The Conquest of Ageoils as a result of ≜ The Sieges of Drilling                                       | The Frilly Plagues   |                |    |  |  |
| 7.                       | 1053   | The Conquest of Springchambers as a result of ≜ The Sieges of Drilling                                | The Frilly Plagues   |                |    |  |  |
| 8.                       | 1053   | The Conquest of Tongspure as a result of ≜ The Sieges of Drilling                                     | The Frilly Plagues   |                |    |  |  |
| 9.                       | 1053   | The Conquest of Boltsinks as a result of ≜ The Sieges of Drilling                                     | The Frilly Plagues   |                |    |  |  |
| 10.                      | 1053   | The Conquest of Paddleowl as a result of ≜ The Sieges of Drilling                                     | The Frilly Plagues   |                |    |  |  |
| 11.                      | 1053   | The Conquest of Bronzeworshipped as a result of ≟ The Sieges of Drilling                              | The Frilly Plagues   |                |    |  |  |
| 12.                      | 1053   | <b>≛</b> The Savage Onslaught                                                                         | The Town of Stroking | 93 /           | 0  |  |  |
| 13.                      | 1055   | 1 The Assault of Grips                                                                                | The Town of Stroking | 0 /            | 12 |  |  |
| 14.                      | 1057   | <b>≛</b> The Siege of Scabs                                                                           | The Town of Stroking | 0 /            | 1  |  |  |
| 15.                      | 1063   | 1 The Outrageous Assaults                                                                             | The Town of Stroking | 1 /            | 0  |  |  |
| Warfare (Unnotable)      |        |                                                                                                       |                      |                |    |  |  |
| ٠                        | Battle | es: 19                                                                                                |                      |                |    |  |  |
| ٠                        | Pillag | ings: 0                                                                                               |                      |                |    |  |  |

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: NCommander on June 23, 2016, 10:17:11 pm

If we want to do a counsel, I can dfhack in new noble positions. Bring on the mandates.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 23, 2016, 10:28:55 pm

Can I has an extra week and game year? I'm currently in late-fall. But only the first two levels of the Barbican are done. I leave it up to all of you.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Imic on June 24, 2016, 12:36:43 am

I want lower doomforests pluz. Gordak shall make a name for himself. Gardrok's gettin' too old for this stuff, and if Imic leaves his homeworld Undarak he escaped from the shadow realm please help me the shadow realm, he could rouse some unwanted attention.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over

Post by: Gwolfski on June 24, 2016, 04:34:39 am

I want the part where the magmavent is, and my room is. Just dont tuoch any machinery down there, for safety.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 24, 2016, 08:55:38 am

Quote from: Gwolfski on June 24, 2016, 04:34:39 am

I want the part where the magmavent is, and my room is. Just dont tuoch any machinery down there, for safety.

You are a wanted Criminal, and even a society such as ours can't have criminals in office... ... ... Time for a Culling! stManiacal Laughter Echoes Throughout The Fortress Followed by the Screams of Women as Their Husbands are Taken by The Order of

On an unelated note:

Why do we have a metric fuckton of food and yet people say they are starving? <u>Spoiler</u> (click to show/hide)

Food Stores: 30600? 917 Fish Drink 13900 Plant. 1660? Other

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: **NCommander** on **June 24, 2016, 08:59:00 am** 

Are they actually dropping dead of starvation, or is it an unfilled need. The later is um ... buggy.

Next question is, are they in jail? I believe I reactivated the justice system by appointing the captain of the guard.

Third? Civ alert burrow?

Fourth? Glitch gerlim? Post the save, I'll look after a nap.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 24, 2016, 09:01:27 am

Quote from: NCommander on June 24, 2016, 08:59:00 am

Are they actually dropping dead of starvation, or is it an unfilled need. The later is um ... buggy.

Next question is, are they in jail? I believe I reactivated the justice system by appointing the captain of the guard

Third? Civ alert burrow?

Fourth? Glitch gerlim? Post the save, I'll look after a nap.

We good now.

But they don't seem to want to work on my keep

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Gwolfski on June 24, 2016, 09:35:15 am

Quote from: TheImmortalRyukan on June 24, 2016, 08:55:38 am

Quote from: Gwolfski on June 24, 2016, 04:34:39 am

I want the part where the magmavent is, and my room is. Just dont tuoch any machinery down there, for safety.

You are a wanted Criminal, and even a society such as ours can't have criminals in office... ... ... Time for a Culling!

\*Maniacal Laughter Echoes Throughout The Fortress Followed by the Screams of Women as Their Husbands are Taken by The Order of Ale\*

On an unelated note:

Why do we have a metric fuckton of food and yet people say they are starving?

Spoiler (click to show/hide) Food Stores:

917 Fish Drink Other 1660? 13900 Plant.

I didn't break that much rules....

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Taupe on June 24, 2016, 11:10:04 am

Quote

Why do we have a metric fuckton of food and yet people say they are starving?

Food in Doomforests is like backdoors. Just because we know for certain we have some doesn't mean we can locate it before people die.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Drazoth on June 24, 2016, 11:13:42 am

I will take the minister hood of Astville. If anyone has a problem, they can take it to Hans. He'll listen to you in a calm and considerate manner, before telling you to piss off.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Sacasco on June 24, 2016, 05:35:12 pm

Quote from: Taupe on June 24, 2016, 11:10:04 am

Why do we have a metric fuckton of food and yet people say they are starving?

Food in Doomforests is like backdoors. Just because we know for certain we have some doesn't mean we can locate it before people die.

It's not just food. I got through a full turn and I still have no idea where the metal was stored, or the furnaces are, or anything like that. I possibly knew at one point, but it's so big.

Though actually I think food's relatively obvious, as I was killing pigs and needed somewhere to put the meat, so there are several stockpiles on the top level. There's probably some elsewhere. And somewhere else. And another place. And Astville. And New Doomforests. (ad nauseam)

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Gwolfski on June 24, 2016, 05:37:13 pm

And theres random workshops evrery where, cos i couldnt be bothered to find the proper ones....

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 26, 2016, 07:42:44 am

Still playing, don't worry. Just got caught up in the Steam sale going on, I got several new games

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Imic on June 27, 2016, 03:09:23 am

I am going to download the save to check out th- OH MY GOD COMPUTER CRASHED AND REFUSES TO TURN ON AGAIN.

Add one computer to doomforest's corpse count.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: Imic on June 27, 2016, 03:13:09 am

\*comes out from under computer desk with a broken extension cable\*

Remove the computer from the list and add an extension cable.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: **Iamblichos** on **June 27, 2016, 06:19:30 am** 

Doomforests... where you don't have to go looking for the doom, because it's already looking for you.

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 27, 2016, 09:01:35 am

Quote from: Iamblichos on June 27, 2016, 06:19:30 am

Doomforests... where you don't have to go looking for the doom, because it's already looking for you.

True dat.

Any who, would y'all like an update tonight or a big one Thursday? I have pics and a draft ready. This game crawls!

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: NCommander on June 27, 2016, 10:20:29 am

Ryukan slashs the framerate with his goblin bone pike. The part goes flying off in an arc! Framerate has been struck down!

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheImmortalRyukan on June 27, 2016, 10:47:54 am

Quote from: NCommander on June 27, 2016, 10:20:29 am

Ryukan slashs the framerate with his goblin bone pike. The part goes flying off in an arc!

Framerate has been struck down!

Elfbone dude, Elfbone

Title: Re: The Ordering of Doomforest: Ryukan's Take-over Post by: TheFlame52 on June 27, 2016, 03:22:04 pm

TERRY YOU FUCKER I WILL SMITE YOU SO HARD

I TOLD YOU TO QUIT AFFECTING THE REAL WORLD

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on June 29, 2016, 11:07:26 am

As Smunstu ordered the final preparations for his new palace, A hooded figure walked the shadows of Lower Doomforests.

"I know you are here D8" The Hooded figure spoke in an almost unperceivable whisper.

A figure stepped out from behind a pillar of natural stone, "Why am I here Ryukan? My presence is not yet made aware here in this Hellhole and you almost blew it with that messenger!"

"I came to present a gift dear sir," Ryukan spoke as he drew out a long object wrapped in cloth.

"What are you doing?" D8 said in dawning apprehension, "You know what will happen if you do this! You can not expect to make it out alive."

"The funny thing is, D8" Ryukan said in as snide a tone as a whisper would allow "I'm already dead."

Before D8 could turn to run or even blink, the adamantine knife was through the air and into his skull. The last thing in his head before he died, besides the knife, was how could he not have seen this. Mother taught him better than this.

As the body of D8 slipped to the ground the hooded figure of Ryukan chuckled to himself. It would take at least half a week before either the body was found or "mother" stopped receiving updates.

Ryukan walked back to the shadowy depths and left the area as quite as it had been before.

Up above the Citadel was nearing completion.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on June 29, 2016, 12:12:00 pm

On another planet, in another universe, Imic Greymane, nephew of Gordak Greymane (lord of Greymane keep), ran up an ancient set of stairs. Behind him, the lights of an ancient city, older then time itself, started to dwindle and fade. The bay of Dahrans wrath glottered in the moonlight. He ran to the doors of Castle Undarak, and wrenched them open. Beyond them was a huge hall, with helmeted guards standing tall against the flames from migically lit lights. Ahead of him was another set of doors. He went through.

Suddenly, the quiet atmosphere of the main hall vanished, immediately replaced by the unique sound of arguing poloticians.

Imic's cry instantly filled the hall, drowning out the noise. Suddenly, everyone was quiet.

At the end of the hall stood matriarch Gwendolyn. She had instinctively raised her long handed axe, which she put down upon seeing who it was.

'Ah, Imic' she said. 'How is your esteemed uncle these days, may I ask?'

'Troubled' replyed Imic. 'After the business with the giant spider, things went down hill in doomforests. As you know, I was "killed". I, of course, made it out of the shadow realm, and got to Greymane Keep, but I was messaged by Gardrok, who told me that strange cultists were attempting to activate the portal.' Imic took a deep breath. He had talked way too fast.

'Hmmm... And how is... Tou know...'

'Code red.'

'Oh no- JHIL!!!'

Gwendolyn's twin brother, king jhil, walked out from nowhere in particular almos immediately.

'What is i-'

'The you-know-what is code red.'

That night, the slow sleep of the ancient city of Undarak was disturbed by the marching of troops, the readying of ships, the arming of tanks, and the ringing of alarm bells. It had begun.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: NCommander on June 29, 2016, 12:51:55 pm

I've been told to come and kill this place. I'm not sure why, only I was summoned.

I shall require a dragon.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on June 29, 2016, 12:57:38 pm

Quote from: NCommander on June 29, 2016, 12:51:55 pm

I've been told to come and kill this place. I'm not sure why, only I was summoned.

I shall require a dragon.

WHO SUMMONED YOU?

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on June 29, 2016, 01:24:44 pm

Not me.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: NCommander on June 29, 2016, 01:37:33 pm

Quote from: Imic on June 29, 2016, 12:57:38 pm

WHO SUMMONED YOU?

I know him as the one who walks in darkness. You know him as The Bearded Man.

Doomforests will meet its end. For this I promise.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on June 29, 2016, 01:38:34 pm

Quote from: Gwolfski on June 29, 2016, 01:24:44 pm

Not me.

Quote from: NCommander on June 29, 2016, 01:37:33 pm

Quote from: Imic on June 29, 2016, 12:57:38 pm WHO SUMMONED YOU?

I know him as the one who walks in darkness. You know him as The Bearded Man.

Doomforests will meet its end. For this I promise.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: NCommander on June 29, 2016, 01:41:47 pm

The battlelines have been drawn. The cults arm themselves. Loyalties will be decided. A dragon shall descend.

#### Doomforests cancels Peace and Stability: Starting Loyalty Cascade

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on June 29, 2016, 01:50:23 pm

D3 walked down to the caverns. He had a set of bound documents in his hand, his report for mother. Along the way he began to feel queasy, a feeling he only got if something had gone horribly wrong, or when he mixed rum and gin together. He knew it wasn't the later, he had yet to forget what happened *last* time he did that. He ran.

He arrived, and his brother greeted him with a burble as blood seeped out from his mouth.

"What happened to you? Who did this?"

"R...Ryukan did this...." He burbled a bit and finally died.

Calmly D3 dug a small hole and buried his brother. He then pulled out Dark One's gift and activated it. Soon the cavern was populated with inactive constructs of varying designs. Checking a small crystal orb, he confirmed that one of the spy constructs was indeed planted in the Black Arrow's base. Muttering a word of command the spy began letting out a subtle magical signal. With another word, the constructs sprang to life and began what can only be called marching towards their destination.

"Well, if it's a war you want Ryukan, it's a war you'll get. Have !!FUN!!" After a few peals of maniacal laughter D3 returned to his office, made himself a cup of tea, poured a generous shot of rum into it and waited.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: NCommander on June 29, 2016, 01:57:49 pm

OOC: Honestly, I want to take the save, DFHack everyone into factions, and let a fortress wide loyalty cascade kick off between the cults. Last cult standing wins.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on June 29, 2016, 02:05:33 pm

First, i want a turn. I have wanted to have a flipping turn since the moment i got an account on this forum. I got an account here becouse... Doomforests!

So... I would like one last turn while the Undarak try to help the poor sods of doomforests.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Dark One on June 29, 2016, 03:09:48 pm

### Journal of Dark Two

The sign have come. Lord of suicide and his undead ally have sent a sign to arm thyself in a huge brawl incoming to Doomforests. Each knight of the Order felt it, each civillian dwarf thar felt it too had an unusuall urge to join us in our battle to death, glory and righteous ownership over energy veins in fortess' caverns. Weakling new cults don't stand a chance against our well standing military Order, accepted by highest ranking civillian His Serene Majesty, Smunstu I. And the conspiracy... their strongest trait turns into a dire problem as it possesses a taint of Dark One's magic. And for all what latest research of my knights have shown, undead god is just a split personality of Gogol, the god of suicide, with both it's facets appearing at the same time due to it's divine nature and an atypicall lost of rhytm in ever sounding symphony of energies. Within the estimated octave, an anomaly known as Dark One appears and takes dominance over usual energy vibrations, leading to a cacophony of energetical melodies, ending with an abrupt silence. During such moment, taint upon conspiracy's forces can be used to banish them out, and it's weilder stripped of energy. However, it's in our interest to use it's forces first so to defeat new weakling cults that bear unusual traits...

The page in journal ends in a pseudo-scientificall relation on energies and their rhytm, mastery of reading through them and an unusuall state for divine being such as personality dissociation syndrome.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on June 29, 2016, 03:13:06 pm

I'll just watch, thank you very much!

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheFlame52 on June 29, 2016, 04:05:45 pm

NCommander, please let Flame pump out enough steel armor and weapons for the whole fort before you loyalty cascade it.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on June 29, 2016, 04:25:14 pm

I request to be sealed in a room with a farm and booze and water. And steel gear. Pretty Please.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Taupe on June 29, 2016, 04:49:36 pm

Ouote from: Gwolfski on June 29, 2016, 04:25:14 pm

I request to be sealed in a room with a farm and booze and water. And steel gear. Pretty Please.

You mean, the fortress?

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on June 29, 2016, 05:46:51 pm

Add some farms to my room, a well, booze stockpile and ill be fine. Oh, and my dorfs husband/wife too, please.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on June 29, 2016, 05:47:27 pm

Add some farms to my room, a well, booze stockpile and ill be fine. Oh, and my dorfs husband/wife too, please. And enable farming

Edit: accidental doublepost, sry

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on June 29, 2016, 05:49:53 pm

I will upload tomorrow, then I will hand the save to NCommander and the game will resolve this war.

Meanwhile in the O.B.A.s capitol, codenamed Arrowpoint...

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on June 29, 2016, 06:28:04 pm

### **Events of Moonstone 13th 1075**

In the O.B.A. Stronghold of Tombcrest

#### воом

"Shite! Mistress Airith, we're under attack! Its the Paladins!!!" An acolyte shouted above the arguing council. Silence prevailed.

. . .

"Well, what are we standing around for!?! Man the cannons! Musketeer brigades to the main gates and battlements! Airships to the skies! Battle stations everyone, Battle stations!" Airith Commanded. What followed was a very organized chaos.

Airith donned her armor and went to the main battlements. She gazed upon the enemy that was assembled before her.

"Somethings wrong..." Airith remarked as she scanned the field. "There are banners of both the Paladins AND the conspiracy? Why are they here?"

"That would be my doing dear acolyte" Airith jumped at this new noise from behind her.

"Master!"

"Yes it is I, please let go, you're crushing my lungs" Airith let go of her master.

"Why are you here and why are they" she gestured at the army assembled before them "here?"

"I have discussed possible options with my fellow *watchers*, as Smunstu has taken to calling us, and we have decided to wipe the slate clean. I regret doing this to you Airith, but you will die today, as will everyone here most likely."

"Why master? And who are the "watchers"?"

"I cannot reveal that to you, for if I did your mind would implode in upon itself. We decided to wipe the slate clean. To cleanse this world. After Doomforest destroys itself in a gory bloodbath, we will guide seven new dwarves to a new location and begin anew."

"Will I live on in a new spirit?" Airith asks.

"Only time will tell. But I am afraid not. We intend to wipe this slate COMPLETELY clean, nothing of the old order will survive. Well" Ryukan chuckles "nothing except Smunstu. I will strive to free him of this demise. He has endured what nobody else could have survived.... My time has come to leave this plane until the return of the rest. Fare thee well Airith. Fight well and you will find that our mutual master will have another assignment for you." Ryukan said as he dissipated into thin air.

Airith was wakened from her stupor by a cannonball hitting above her head.

"Ma'am! We are fighting back with everything, but they will take the gate soon! Should I evacuate the council?" A musketeer corporal asked.

"No corporal. Set explosives to destroy the portals and the emergency exits."

"WHAT!?! Ma'am? You can't do that!"

"I can and I will corporal, you forget your place. Do as I say. Go!"

The corporal runs off to do his mistresses task. Airith watches with pride the black and silver coats of her army march towards the battle with cannons thumping and the whir of the Airship Armada heading towards their collective doom.

She closes her pocketwatch as the main gates are tore asunder and the enemy floods into the last O.B.A. fortress.

Airith charges the enemy with her personal guard of Truthbearers, while under withering fire. She and her troops fight to the last, making the enemy pay for every inch of ground.

The next morning, as the remains of the Paladin army sift through the ruins, it becomes clear that the O.B.A. is gone, but the Grand Army of the Paladins is broken.

As Imic enters on his horse, he stops beside a small pile of bodies. He looks at the dwarf in the center of the ring. She wears the Black Arrow, and the remains of her Truthbearers are with her, and the corpses of Paladins are strewn all around them.

As the sun hits noon, the black banner of the Order is removed from the council room as the last resistance is wiped out. The Paladins put their banner up and look at the destruction they have wrought

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on June 29, 2016, 06:32:03 pm

Or maybe not. I'll just die a gory death. However, i do request I be behind a line of weapon traps. I am the chief engineer, after all. My concience, although weakened, will prevail!

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Drazoth on June 29, 2016, 08:53:36 pm

D3 sat in his office, nursing his rum-tea, and took out the *gift*. With a word of command, a large mirror appeared on the table. With another, the mirror began to show images of a far away scene. His army of bone constructs, the insect like assault drones to the ape like wall-breakers marched through a portal and appeared before a great fortress, one flying the banners of the Black Arrow. Ahead, there were warriors bearing the Paladin's banner. Amused, D3 decided to assist them, silently directing his army to the other side of the fort, trapping the Black Arrows between the two armies. The battle raged for hours, D3 only looked away from the delightful scene to make a new drink. Once the main citadel was breached he ordered his army back, letting the paladins do the mopping up. Though he had lost a fair number of constructs to this battle, all the bones being retrieved by his army assured that they would be replaced with ease. But first, it was time for a quick nap.

In a far away fortress, the Mother sat at her desk, and noticed that another of the orbs along the back had ceased to glow. She cursed in rage.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on June 30, 2016, 12:35:34 am

So yes, I- well, that was quick.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on June 30, 2016, 01:00:38 am

King Jhil stood in the broken remnants of the battlefield. He wiped his sword clean of the blood of whatever those creatures were. Matriarch Gwendolyn came into the room.

'Jhil, we found something...'

'Comin' sis.'

Gwendolyn led her brother to an old passage leading out of the min hall. Inside it was a single stone slate. Behind them, Grendabar Greymane, oldest living mortal creature in all of existence and Archmage of Gelrand, walked into the room.

'That slate is why we are here. That slate contains all the secrets of everything. How do you think so many necromancers were tought here? How do you think that they knew so much about soap? I mean, seriously, we didn't even know about that... It... Resonates energy... Gathers people around, just like right now. They get into cults, and eventually fit it out.'
'Your point is?...'

'I have been chatting with Armok, he's an old friend of mine. I stopped down to inter-dimensional tea and I told him of what was really happening here. I told him about the cults, the soap- it was really to jog his memory, he knew it all before, but he still had on his mind... 'What?'

'To restart the world and reincarnate all of the peoples in it. It's the last thing that they would excpect. They want to "wile the slate clean", they want to start from scratch. We can't let that happen.

'Why not'

'It's complicated. When you have 542,796 years under your belt, you start to understand things a bit better.'

Several people shuddered at the mention of Grendabar's age.

'We must gather up the forces, and call Imic's nephew and niece.'

At the mention of th-

Suddenly an irish phone box appeared out of nowhere, and the door was opened to reveal two, aside from their gender, almost identical Undarak in overalls.

'You called?

'Eddy and Lily. It's good to see you two again. We need you ta take the rest of the troops, and get them out of here. The king, archmage. And the matriarch had a huddle.

'And press... the button.'

'The **button**?'

'No, the... Other button.'

'Ooooh... But isn't that a bit ri-'

'It must be done. They did not deserve this.'

'They did, you know...'

'The other reason is called messing with other people's plans'

Slowly the Undarak army, clad in heave armour with swords and hammers and guns all filed into the phone box, which promptly dissapeared

Suddenly, all of the black arrows woke up, as if from a deep slumber, with most of their wounds gone. The Undarak corpses, were nowhere to be seen.

High above the fortress, a blue flag ran out, on the bottom was half a gear, with the serrated sied facing down, with a hammer balancing in the middle, standing tall and proud. Airith took a sword and cut the entire flagpole down.

Later

'Imic?'

'Yes, coming...'

'You have pulled your troops out of doomforests, correct?'

'Yes, yes, yes...'

'I want you to take this.'

She handed him the slate.

'Bring it back to doomforests. Now that we can keep it safe, we need you to take it to new doomforests. No more cult wars for us, we need to stay on the sidelines now. We can let the order of the black arrow continue to whatever end it deems fit, now that we have this. 'Wait, all that death for a stone tablet?'

'Yes, or... Lack of death...'

Soldiers who "died" in the battle marched past to the medical ward.

'I think that their leader stole it somehow... But we neded it back.'

'Well then.

Imic stepped into the phone box, which appeared conveniently right behind him, and in a flash, was travelling to new doomforests.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on June 30, 2016, 07:15:48 am

### In the Waiting Room

Ryukan sat at the end table in the corner of the room and watched as Imic and his masters undid his hard work. He slowly sipped the Strawberry Wine (only illegal in the Mortal Realm) in his chalice. He was vaguely upset that his hard work was so *easily* undone and that Imic was using means *outside* his means to do it, but all was well. He put his IPad 11 down and sat there in the gloom and thought.

(OOC: No more thinly disguised Dues Ex Machinas please)

Title: Re: The Cleansing of Doomforests: The War of the Cults
Post by: NCommander on June 30, 2016, 07:20:39 am

Doomforests timeline is more like a pretzel at this point, ain't it ...

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on June 30, 2016, 07:42:29 am

I thought it's like a heap of pretzels melted together and tied into a square knot.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: NCommander on June 30, 2016, 07:50:22 am

Quote from: Gwolfski on June 30, 2016, 07:42:29 am

I thought it's like a heap of pretzels melted together and tied into a square knot.

This is a lead masterwork timeline called Doomfortests. The timelime is forged into the shape of a pretzel. The pretzel is studded with strawberry seeds, sliver barb, and menacing spikes of dwarf bone. On the pretzel there is an engraved images of dwarfs and goblins. The dwarfs are bowing to the goblin. The artwork related to the ascension of Smunstu, Prime Minster of the Dwarfs. There is an image of the dwarfs. The dwarfs are melting. The artwork relates to the understanding of the insanity of Doomforests. There is an image of dwarfs and dwarfs are fighting. The image relates to the Battle of Supremency in 223 between The Order of the Ale, and the Paladinial Order. There is an image of dwarfs and goblins. The dwarfs present the Veterans of Deathgate, the goblins represent the Prime Minsters Council. The dwarfs are confused. The goblins are confused. The timeline menaces with spikes of doom.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on June 30, 2016, 07:52:40 am

Quote from: NCommander on June 30, 2016, 07:20:39 am

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We are way past the concept of linear time. Its weird if you don't time travel, though the destruction of the soap portal was supposed to stop that, Imic

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: NCommander on June 30, 2016, 07:54:23 am

Quote from: TheImmortalRyukan on June 30, 2016, 07:52:40 am

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So more like a Timeforest? ... I just found the name for the sequel ...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on June 30, 2016, 08:04:18 am

Quote from: NCommander on June 30, 2016, 07:54:23 am

Quote from: TheImmortalRyukan on June 30, 2016, 07:52:40 am

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Its official! Time forests! I've already worked on the draft and rules, just gotta wait until NCommander switches the dwarves loyalty and we see who wins.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: NCommander on June 30, 2016, 08:55:20 am

I think we should let Imic take his turn, and if the place is still standing, look at the remaining dwarfs list, figure out who belongs to what, and kick off the end of the world.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on June 30, 2016, 11:46:06 am

Quote from: TheImmortalRyukan on June 30, 2016, 08:04:18 am

Quote from: NCommander on June 30, 2016, 07:54:23 am

Quote from: TheImmortalRyukan on June 30, 2016, 07:52:40 am

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So more like a Timeforest? ... I just found the name for the sequel ...

Its official! Time forests! I've already worked on the draft and rules, just gotta wait until NCommander switches the dwarves loyalty and we see who wins.

Aww, I was going to name the sequel "MurderCruel" or just let the RNG decide, but TimeForests sounds cool too. Maybe we should put it to a vote.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on June 30, 2016, 01:07:18 pm

Quote from: TheImmortalRyukan on June 30, 2016, 07:15:48 am

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(OOC: No more thinly disguised Dues Ex Machinas please)

I have *heard* of deus ex, but never a machina?

\*google google\*

Sorry, I edited it about five times, and the ressurection thing was added in edit two. I was honestly afraid and expecting someone to say that. Gimmea minute...

\*earlier\*

The other rea-

'Is not pressing the button. Press the button instead. Or maybe the button. But not the button. I came from the future. Don't do it. In the waiting room

Who else is getting deja vu? The ipad was dropped onto the floor

Also, an ipad... 11?

The plot thickens

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on June 30, 2016, 01:20:49 pm

Wait, WHAT? I... Did not read all of the latest replys. I... Ooh... Ah... Er... Agh... But... When?... Ooh... Ah... Oh...... All in favour of me deleting that last bit of roleplaying, raise the closest things you have resembling arms, and say oranges

Why oranges? Because i like oranges.

Because... \*scribble scribble scribble\* I have an idea.

It's just that, I have been inventing the Undarak since i was a wee wittwe kiddi

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on June 30, 2016, 01:24:43 pm

just add a knot to the timeline. it'll be fine!

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on June 30, 2016, 01:28:21 pm

Quote from: Gwolfski on June 30, 2016, 01:24:43 pm

just add a knot to the timeline. it'll be fine!

Nope. I'm done. It's already complex enough. That is why we are ending it. NOW!!!

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on June 30, 2016, 01:47:00 pm

Quote from: Imic on June 30, 2016, 01:28:21 pm

Quote from: Gwolfski on June 30, 2016, 01:24:43 pm

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Nope. I'm done. It's already complex enough. That is why we are ending it. NOW!!!

What is the point? It will return.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on June 30, 2016, 01:57:29 pm

Quote from: Gwolfski on June 30, 2016, 01:47:00 pm

Quote from: Imic on June 30, 2016, 01:28:21 pm

Quote from: Gwolfski on June 30, 2016, 01:24:43 pm

just add a knot to the timeline. it'll be fine!

Nope. I'm done. It's already complex enough. That is why we are ending it. NOW!!!

What is the point? It will return.

Dying will simplify it. I hope.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: **Imic** on **June 30, 2016, 02:09:07 pm** 

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### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: **TheFlame52** on **June 30, 2016, 02:40:27 pm** 

This is getting to Spearbreakers levels of plot shenanigans.

Also, I think Flame should lead the common dwarves in this battle. She does have quite a lot of pull as a legendary smith, plus her sigil is right there in front of the fortress. I say we let the cults kill each other and make friends with the winner.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on June 30, 2016, 02:58:11 pm

Quote from: TheFlame52 on June 30, 2016, 02:40:27 pm

This is getting to Spearbreakers levels of plot shenanigans.

Also, I think Flame should lead the common dwarves in this battle. She does have quite a lot of pull as a legendary smith, plus her sigil is right there in front of the fortress. I say we let the cults kill each other and make friends with the winner.

Hear hear!

I was going to take the undarak out of the equasion entirely, so if y'all excuse me, I need to get some !!STUFF!! Done...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: NCommander on June 30, 2016, 03:21:46 pm

Honestly, at this point, I feel like we should just cave the entire fort into the magma sea/hell.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on June 30, 2016, 05:21:24 pm

open legends via dfhack, i think that does it.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: TheImmortalRyukan on June 30, 2016, 06:41:21 pm

You know the only thing that is bad about camping at lake Tahlequah is? Horrible cell service. I had to wait a half hour to load this age. So I'll upload the fifth, sorry about this but I'm having fun. I needed this break. Sorry if this inconvienances anyone.

Can't wait for the firework show here, I hear its wonderful

-Ryukan out

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on July 01, 2016, 12:49:50 am

Imic: why do i have to be the one to stay here? I spent enough time in this hellhole already...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on July 01, 2016, 03:19:23 am

I'll stay out of the conflict. Let the other cults slaughter themselves first. I'm non-violent

# Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 01, 2016, 03:31:30 am

st by. Inne on July 01, 2010, 03.31.30 a

Quote from: Gwolfski on July 01, 2016, 03:19:23 am

I'll stay out of the conflict. Let the other cults slaughter themselves first. I'm non-violent

Yeah, right.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on July 01, 2016, 03:33:31 am

Except for that accident in Breadbowl. But I was already dead.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 01, 2016, 03:54:26 am

Quote from: Gwolfski on July 01, 2016, 03:33:31 am

Except for that accident in Breadbowl. But I was already dead.

::)

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: NCommander on July 01, 2016, 10:47:26 am

Quote from: Imic on July 01, 2016, 03:54:26 am

Quote from: Gwolfski on July 01, 2016, 03:33:31 am

Except for that accident in Breadbowl. But I was already dead.

To be fair, that was my fault.

A dragon showed up. I tried to catch it. The fort brunt down.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on July 01, 2016, 11:44:25 am

then everyone got depressed, refused to run away from goblins...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 04, 2016, 02:25:40 pm

Bump.

Where is the save?

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on July 04, 2016, 11:21:57 pm

Quote from: Imic on July 04, 2016, 02:25:40 pm

Bump. Where is the save?

Its not like I don't like you guys, but I'm on vacation. I'm taking a break from ALL my online activities. I'll be back Wednesday.

Please have some RP stuff here when I come back please. Don't wanna see the thread go stagnant.

- The Vacationing Ryukan

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on July 05, 2016, 12:53:00 am

I WAS WAITING FOR THE-

QUICK!!! DRAZOTH!!! VISIT NEW JERSEY!!!

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on July 05, 2016, 11:19:28 am

Why? Can it be Canada instead? The only thing i'd do in jersey is go to Canada because jersey sucks.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: **NCommander** on **July 05, 2016, 11:47:56 am**

Quote from: Imic on July 05, 2016, 12:53:00 am

I WAS WAITING FOR THE-

QUICK!!! DRAZOTH!!! VISIT NEW JERSEY!!!

People generally try to escape New Jersey; its the depressing light at the end of the tunnel. Though I suppose someone has a preference for "loves New Jersey for its toxic waste dumps" ... or gambling.

Disclaimer: I'm a New Yorker

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 06, 2016, 10:03:33 am

King Jhil sat in the conference room. He was bored.

The council members argued about... Nothing in particular. He would have tried to listen, but they had long since stopped saying anything useful. It had started out with something to do with the dwarves, turned into problems in kalakatackey woods, someone yelled an insult, and that was all an hour ago.

'I give up' he shouted.

'I leave you to argue amongst yourselves. Let me know if you come up with anything useful which is worthy of reaching my ears.' He walked out.

In the next room, Matriarch Gwendolyn stood, admiring a suit of armor.

'Anything useful this time?'

'Nope.'

'Ah well. I-'

Suddenly, a mage appeared out of nowhere.

'Grendabar requests your presence.'

'Archmage Grendabar Greymane. Well.'

'Hold my hand'

The king and matriarch did as they were told. All of a sudden, they were gone.

Grendabar Greymane was one of the most powerful entities in all of existence. He was also the archmage of the floating city of Gelrand.

The city had taken to the skies in an age old war. The Gelrandian mages created a magical barrier to avert the enemies, but when the war was over they discovered that the spell had cut into the unstable earth, which had so much magical energy pulsating from it that it had started to float. They payed dwarves to make several chains, and let it go. Some splinters of the rock floated off, but they were caught by the dwarves and attached to the main rock. They landed in the observatiry, where Grend was waiting.

'Jhil! So good to see you.'

'Sooo... Why did you ask for us?' Said Gwendolyn.

'Someone has been stealing magical artifacts.'

'Which ones?

'The staff of Maladict, the skull of the maker, the book of all, and the crystal.

'What crystal'

'The magically powerful one.'

'They're all magi-'

'The super - powerful one.'

'Ooooooh.'

'I want you to stay here and keep an eye on the city while I attend to... Business.'

'Is it really that important?'

'Yes. No I must leave.'

Aaaaaaaand he left.

The two leaders rushed to the barracks, where the battlemages trained.

They got to the stage, where they viewed the assembled battlemages. Each with a weapon at one side and a spell book at the other, they were deadly. They had bits of armour here and there, with a tabard showing the symbol of Gelrand on each of them.

'I want a curfew initiated, all must be in their homes. Search everywhere. If you find any of the artefacts, or who stole them, bring them to me.

Deep beneath Gelrand, a lone figure walked the streets of Undertown, the caverns beneath Gelrand where the non - magic population lived. His smile turned to a frown, however, when he saw the battlemages running towards him. The figure picked up the artefacts that he had stolen, and used the staff and the book to teleport out of the city. But he left a scent, a scent that, later, told a story. A story with a name. Ryukan.

# Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on July 06, 2016, 10:58:32 am

Ryukan sat at his desk in the Watcher's Annex.

The stolen objects stored in a secret and safe location.

He sat typing in the Book of Record, the events under the rule of Smunstu I.

Laughing at the part with the slaughtered elves and the weregecko, he typed throughout the morning as he struggled to keep with the deadline.

(OOC: I'm Back, the upload'll be tonight or EARLY in the morning, just as soon as I finish up here. BTW, it was !FUN!)

# Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 06, 2016, 11:05:29 am

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Good luck

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: PsychoAngel on July 06, 2016, 01:07:49 pm

I don't know if I've said anything about this before hand, but last week I got my new chassis and parts to upgrade my compy. I just now was able to get on, and on my best fort, whose data I've carried over, I used to get somewhere around 3-5 FPS. Now that my compy is assembled, I'm getting a solid 30. So it looks like I'll actually be able to do stuff in succession forts beyond year 3. YAY! Anyway, I'll be around if anyone needs me. ;D

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Dark One on July 08, 2016, 01:46:46 pm

#### Journal of Dark Two

It seems that the war of cults have started... far away from Doomforests. In dimensions full of fools running around and fighting for objects of utmost inutility in our realm. Good, they'd slaughter each other quickly. But still, His Serene Majesty Smunstu I have called us to arms in the war of cults. Due to this, we greatly increased efficiency of our Inquisition. Someone has to do that job after generations of Mate's have retired from their work. So far, everyone that even had anything to do with word **strawberry** have been arrested and painfully interrogated. Some dwarves have claimed that they were possessed by strawberry demons and wraiths... which is another good news. Strawberry Society can't hold on with their nasties and lose followers. When their numbers will reduce, we'll deal with them or call for Drazoth's sorcery. He's been on the winning side of cult war lately, as expected. Drazoth the Third with his sorcery, strategic and political skills is a worthy opponent... or ally.

We, the Order of the Ale haven't decided which side we've chosen yet, and it's highly probable that we'll stay neutral in this growing conflict. We are obliged to protect Prime Minister and fortress' nobles, but we're not joining in political agenda that has nothing to do with improving Doomforests' standing. We'll wait this out, and if we'll have to, defend ourselves and His Serene Majesty Smunstu I.

# Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 11, 2016, 03:05:45 am

Sayv please...

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Timeless Bob on July 11, 2016, 07:43:03 am

Unnecessary Tangent:

Spoiler (click to show/hide)

Donald Trump and his son were standing on top of Trump tower one day, looking out over the city.

"One day, my son", Donald said loftily, "This will all be yours. As far as the eye can see."

"What about that dark place over there?" His son asked, after looking out over his future inheritance for a few minutes. "Is that going to be mine too?"



"No." Replied Donald with a shudder, "That's New Jersey. Never go there."

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on July 11, 2016, 08:00:42 am

\*Ryukan whips out "How to stall on a forum" And hastily reads\*

"HERE, LOOK, OVER THERE!"

[OOC: I will post a picture of what my computer looks like after I dropped it.... when I can upload a picture, I had to restart and play on my P.O.S. desktop that ran the game at a whopping 1 FPS, I was about to throw my mouse. Rest assured, proof and pics will be up to back my story]

(P.S.: Why the hitting on New Jersey?)

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on July 11, 2016, 09:34:27 am

Because Jersey is a shit place? Like, vastly shittier than even the trashiest parts of glorious Canada.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on July 11, 2016, 10:41:36 am

Ireland is better.

CAC A DEABHAL AIR GACH DUINE ANSEO!

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Taupe on July 11, 2016, 12:50:42 pm

Quote from: Drazoth on July 11, 2016, 09:34:27 am

Because Jersey is a shit place? Like, vastly shittier than even the trashiest parts of glorious Canada.

I was politely riding my pet polar bear around the forums in search of more maple-related things when I read your comment. All hail glorious Canada!

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on July 11, 2016, 01:02:52 pm

Quote from: Taupe on July 11, 2016, 12:50:42 pm

Quote from: Drazoth on July 11, 2016, 09:34:27 am

Because Jersey is a shit place? Like, vastly shittier than even the trashiest parts of glorious Canada.

I was politely riding my pet polar bear around the forums in search of more maple-related things when I read your comment. All hail glorious Canada!

If you're ever in my neck of the frozen hellscape, let me know! I'll share some Canadian Whiskey from my booze stockpile.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on July 11, 2016, 01:14:02 pm

Imic cancels write post: laughing his arse off.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: mans keip on July 11, 2016, 05:46:18 pm

Well colour me impressed! I didn't realize there were so many other plaid-wearing, hockey-playing Mounties here!

Come! Let us sing: https://youtu.be/QgaRd4d8hOY?t=36s (https://youtu.be/QgaRd4d8hOY?t=36s)

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: NCommander on July 11, 2016, 06:12:30 pm

Quote from: Taupe on July 11, 2016, 12:50:42 pm

Quote from: Drazoth on July 11, 2016, 09:34:27 am

Because Jersey is a shit place? Like, vastly shittier than even the trashiest parts of glorious Canada.

I was politely riding my pet polar bear around the forums in search of more maple-related things when I read your comment. All hail glorious Canada!

#### **Troll mode activated:**

You Canadians and your screwy Newfoundland Standard Time! Who has a half-hour time difference from AST, you do! Also, I'm fairly sure you guys import your polar bears from Alaska, cause we all know the only real export of Canada these days is Justin Bieber. Troll mode off

To be fair, I actually enjoy Canada, been to 9 of the 13 provinces, and despite your bacon, its overall a decent place.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on July 11, 2016, 06:39:59 pm

Ok, I think I understand now...

New Jersey = Shit
Canada = Paradise
Mermaids = \$\$\$
Magma = Answer to Life the Universe and Everything
Elves = Armok's Mistake
Elephants = The Primal Fear of all Dwarves
Cheese = The Holiest of Objects
Socks = The Desire of all Dwarves

Miss anything?

Miss anything?

Ok, I think I understand now...

### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Taupe on July 11, 2016, 10:46:55 pm

Quote from: TheImmortalRyukan on July 11, 2016, 06:39:59 pm

New Jersey = Shit
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Socks = The Desire of all Dwarves

New Jersey is a bit like the second season of Death Note. I try to warn people not to go there, not to touch it, for it will ruin and undermine a lot of things. Its hard to explain to people why this is such a bad idea, and they usually assume you are joking or exagerating. They have to judge by themselves. By then it is too late.

Ps: Im in Montreal. The city that used to have a permanent winter. Its been replaced by Holiwood film crews trying to pretend its actually totally New York.

### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 11, 2016, 11:27:46 pm

Quote from: TheImmortalRyukan on July 11, 2016, 06:39:59 pm

New Jersey = Shit
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Mermaids = \$\$\$
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Elephants = The Primal Fear of all Dwarves
Cheese = The Holiest of Objects
Socks = The Desire of all Dwarves

Miss anything?

Miss anything?

Ok, I think I understand now...

Ok, I think I understand now...

Ireland = where a lot of american ancestors come from

Toast = the second holiest of objects

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: **Drazoth** on **July 12, 2016, 10:36:34 am** 

Quote from: TheImmortalRyukan on July 11, 2016, 06:39:59 pm

New Jersey = Shit
Canada = Paradise
Mermaids = \$\$\$
Magma = Answer to Life the Universe and Everything
Elves = Armok's Mistake
Elephants = The Primal Fear of all Dwarves
Cheese = The Holiest of Objects
Socks = The Desire of all Dwarves

Mermaids are just sea-elves, there for they are not valuable in any way.

# Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 12, 2016, 11:01:39 am

Quote from: Drazoth on July 12, 2016, 10:36:34 am

Quote from: TheImmortalRyukan on July 11, 2016, 06:39:59 pm

Ok, I think I understand now...

New Jersey = Shit
Canada = Paradise
Mermaids = \$\$\$
Magma = Answer to Life the Universe and Everything
Elves = Armok's Mistake
Elephants = The Primal Fear of all Dwarves
Cheese = The Holiest of Objects
Socks = The Desire of all Dwarves

Miss anything?

Mermaids are just sea-elves, there for they are not valuable in any way.

Have you seen the price of mermaid bones these days?

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: **NCommander** on **July 12, 2016, 11:12:27 am** 

Quote from: Imic on July 12, 2016, 11:01:39 am

Have you seen the price of mermaid bones these days?

That's one of the very few times the Bay12 community successfully squicked out Toady. Hence why mermaid bone is worthless post-40d.

Let's just say the other times were far far worse and leave it at that.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Taupe on July 12, 2016, 02:58:23 pm

Quote from: NCommander on July 12, 2016, 11:12:27 am

Quote from: Imic on July 12, 2016, 11:01:39 am

Have you seen the price of mermaid bones these days?

That's one of the very few times the Bay12 community successfully squicked out Toady. Hence why mermaid bone is worthless post-40d. Let's just say the other times were far far worse and leave it at that.

"Look at all those species, I used to own..."

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on July 14, 2016, 07:18:42 am

Well, here's my laptop, this is the picture I used to show how badly it was damaged:

Spoiler (click to show/hide)

Now the question, I'm on Autumn, but it will take me a while to get to spring (like, a few days), so, do you want the save or do you want me to just finish, I can do both after work today.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 14, 2016, 07:20:47 am

Finish it. You started the barbican, so you might as well finish it.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: NCommander on July 14, 2016, 12:29:05 pm

Keep going :), We can wait.

Taupe: I once had the honor of seeing a Frenchman and a French Canadian argue (in English) about who had the proper French. It was glorious. Also, your metro system is very odd with those big giant tires. I used to occassionally score \$50 dollar round-trips on Amtrak from NYC which despite the long ride was worth it.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: TheBiggerFish on July 14, 2016, 01:38:15 pm

Hi.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on July 14, 2016, 01:58:33 pm

Hello.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on July 14, 2016, 03:38:54 pm

Greetings. Come to join the madness or merely observe?

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on July 14, 2016, 04:15:37 pm

I'm insane here too!

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: TheBiggerFish on July 14, 2016, 10:42:59 pm

Quote from: Drazoth on July 14, 2016, 03:38:54 pm

Greetings. Come to join the madness or merely observe?

Observe. Maybe I'll add another cult to the pile later.

### Post by: NCommander on July 14, 2016, 11:27:43 pm

Quote from: TheBiggerFish on July 14, 2016, 10:42:59 pm

Quote from: Drazoth on July 14, 2016, 03:38:54 pm

Greetings. Come to join the madness or merely observe?

Observe. Maybe I'll add another cult to the pile later.

We either need the Cult of Mugs representing Spearbreakers, or the Confused Tourist Association ...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Dark One on July 15, 2016, 01:54:21 pm

We also have a dire lack of vampire cults after Osp got crushed...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: TheBiggerFish on July 15, 2016, 01:56:50 pm

The Mug Appreciation Society?

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on July 15, 2016, 02:38:51 pm

Quote from: Dark One on July 15, 2016, 01:54:21 pm

We also have a dire lack of vampire cults after Osp got crushed...

Aaah... Osp... That was glorious. And horrible. Poor osp.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on July 15, 2016, 11:17:49 pm

Quote from: Imic on July 15, 2016, 02:38:51 pm

Quote from: Dark One on July 15, 2016, 01:54:21 pm

We also have a dire lack of vampire cults after Osp got crushed...

Aaah... Osp... That was glorious. And horrible. Poor osp.

\*shudders\* ewww...

No, we wrote that part of the history, no need to write it again, remember?

It comes with winged snails...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Drazoth on July 16, 2016, 02:18:55 am

You mean "winged !FUN! Dispensers".

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Taupe on July 16, 2016, 05:57:47 pm

Quote from: Drazoth on July 16, 2016, 02:18:55 am You mean "winged !FUN! Dispensers".

It wasnt fun... You people... werent there. It wasn't fun...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 16, 2016, 11:57:58 pm

Quote from: Taupe on July 16, 2016, 05:57:47 pm

Quote from: Drazoth on July 16, 2016, 02:18:55 am

You mean "winged !FUN! Dispensers".

It wasnt fun... You people... werent there. It wasn't fun...

There's fun, and then there's actually realising the horror of what just happened.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: TheImmortalRyukan on July 23, 2016, 03:37:46 pm

We page 2'd guys

Sorry, was at camp and Sunday, My phone wouldn't let me post on this thread for some reason (Drazoth was supposed to tell you all)

Save is up, gonna write winter and pass it to imic today (Imic's next right)

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on July 23, 2016, 03:51:45 pm

I am busy, starting from 1.12 hours ago, to 12 days from now. Sorry, but giv e the next few a couple a' turns beforehand.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on July 24, 2016, 10:23:55 am

Sorry for not posting, I haven't been on the forums for the past week.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Dark One on July 30, 2016, 04:07:20 am

Anyone alive or undead still here?

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on July 30, 2016, 07:50:06 am

Yes, and I shall claim the save on... ... Wedensday. Got stuff until then.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: TheImmortalRyukan on July 30, 2016, 09:10:22 am

Shite, My phone wouldn't post my posts for some reason, had to wait for my computer to come back (which it finally has), I tried to post the link of the save, but it didn't post. I have already deleted the save from here (I still have the pictures) Is there anyway to search the file on DFFD?

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on July 30, 2016, 05:05:01 pm

Quote from: TheImmortalRyukan on July 30, 2016, 09:10:22 am

Shite, My phone wouldn't post my posts for some reason, had to wait for my computer to come back (which it finally has), I tried to post the link of the save, but it didn't post. I

have already deleted the save from here (I still have the pictures) Is there anyway to search the file on DFFD?

I'm... Not sure. Sorry.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on July 31, 2016, 06:01:59 am

Title? I'll have a look...

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on August 01, 2016, 10:38:48 am

Quote from: Gwolfski on July 31, 2016, 06:01:59 am

Title? I'll have a look...

That's the problem, I forgot. I uploaded it and left for my week-long vacation. I was at camp thinking that You guys had it. I come back and you guys are still waiting for me, I feel kinda bad about it...

Well, who ever wants the last save can have it (I'll just write a hypothetical Alternate reality where Smunstu build a great Fortress and I kille.. er, Gwolfski had an accident)

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on August 01, 2016, 01:57:45 pm

Fyi, I'm busy 'till thursday evening.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 01, 2016, 03:14:12 pm

i couldnt find the save, btw.

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on August 05, 2016, 11:39:35 am

I'm back!

... Maybe we should savescum...

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on August 05, 2016, 08:16:43 pm

Quote from: Imic on August 05, 2016, 11:39:35 am

... Maybe we should savescum...

There is no save to scum, just take it

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on August 07, 2016, 07:41:52 pm

Will things finally move forward? Will this fort finally die?

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on August 07, 2016, 07:52:12 pm

Quote from: Drazoth on August 07, 2016, 07:41:52 pm

Will things finally move forward? Will this fort finally die?

As stated before, I can not tell how horrible I feel, it took a lot to just log on and apologize, I was scared of letting you guys down ( after

all that talk of 2 weeks oly)

Oh well.

The previous save goes to whoever wants it...

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Imic on August 08, 2016, 02:41:43 am

Where even is said previous save?

I'm busy right now, so maybe... Idunno. Give it to someone like... Not sure. Ye gods, this is going badly.

Btw, no hard feelings, Ryukan.

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on August 08, 2016, 04:08:35 am

Me. I have free time.

seeing as there is no opposityion, i begin playing now.

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on August 10, 2016, 07:17:57 pm

Go forth then Gwolfski, and do what needs to be done.

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on August 11, 2016, 04:03:25 am

Ok. sure will.

Oh... dear me. I forgot about this place.... The state of it... AND WHERE IS SMUNST- Oh, he's hiding under a cabinet. Nice. Well,

engineering time!

Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on August 13, 2016, 01:51:17 pm

Next morning, several important dwarves and cult leaders received a not, marked with a cogwheel G.

'See you in hell' it said.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Drazoth on August 13, 2016, 02:15:21 pm

D3 sat at his desk having just awoken from a nap, staring at the note before him. It didn't take long to figure out what it meant. The energies of hell had finally warped someone to the point where they would fully release hell. This was terrible, it would surely mean the destruction of DoomForests, and all he and his family had worked to build here. He should be panicking, or raging but he wasn't doing either, nor nothing remotely similar.

He was laughing. Like an honest to Armok lunatic, he was laughing. He knew it was inevitable, but he never thought that whoever did it would have the balls to straight out announce it like this. For some reason D3 found this incredibly funny. Perhaps it was more than that. Perhaps it was because he knew that he would likely die soon, along with the rest of the fort. Perhaps it was some sudden insanity. But what ever it was, he was laughing.

"Well, if I'm going to go out, let's see if I can go out with a bang....."

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Dark One on August 13, 2016, 04:59:57 pm

#### **Journal of Dark Two**



So the time has come. The Order of the Ale have prepared well to turn our chambers into impenetrable fortress, secure to both threats mundane and of magical nature. However, even against forces of Hell itself they won't be enough. "What shall we do?" I pondered for a while, and then got an idea. It is not the time to weep and turn down in doomsaying insanity. The Order of the Ale would organise the grandest of festivals - a booze flowing festival of death, just before torments from down below would come.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 13, 2016, 05:06:48 pm

You got the symbol exactly as i intended! Well done.

Title: Re: The Cleansing of Doomforests: The War of the Cults
Post by: TheImmortalRyukan on August 13, 2016, 07:46:40 pm

The Time has come...

With Airith away in another dimension getting the paperwork done for a land grant for a fortress that the *watchers* can send their most favorited pawns.

She sensed a great stirring in the fortress of Doomforest. A swirl of dark energies after a period of weird silence. She laughed as she relized that some poor fool had gotten the sickness and was finally gonna bring that old place to its knees.

She laughed as se sat there with piles of paperwork to fill out.

"I really shouldn't of accdeted this task from Drazoth, he's the one who's most likely to lead this next round, HE should be doing this"
Airith grumbled into the dark empty Government offices, closed after hours. Only the faint light of her candle and the Black Arrow to keep her company.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on August 14, 2016, 03:33:33 am

See you in hell. So. He means to kill us all. Well, good luck.

And after all, I'm much too busy to die. I can't possibly fit into the schedule. I'm a busy man, what with one thing and another... Although, either way...

See you in hell?

That is what it says, Jhil.

There's only one thing that I can say to that: Spoiler alert, for pete's sake!

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 14, 2016, 05:45:49 am

I sorta feel like in the space race, but in the opposite direction now.

Title: Re: The Cleansing of Doomforests: The War of the Cults
Post by: Drazoth on August 15, 2016, 12:06:42 pm

What would we call such a race? The anti-space race?

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: PsychoAngel on August 15, 2016, 01:15:30 pm

The Underworld Race, I'd think.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheFlame52 on August 15, 2016, 03:38:58 pm

Dear Citizens of Doomforests

Fuck off. We're full.

Sincerely, The Demons

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on August 15, 2016, 04:47:30 pm

Dear Demons

This is an Eviction notice. Our deed to this land goes infinitely up and down. Go to Breadbowl.

Sincerely, Gwolfski

Duke of Breadbowl, Chief Engineer of Doomforests, resident Madman of IB12WAF3, Tavern Keeper of BlazeCooks III

#### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheFlame52 on August 15, 2016, 04:49:58 pm

You're not duke of Breadbowl, you died.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on August 15, 2016, 06:13:59 pm

I'm allowed to use past titles. so shut up. Also I have a shared conciousness between my selves. And I am a ghist duke that is an invisible ghost that is invisible on the unit list, anyway, I needed to sound good.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on August 19, 2016, 01:02:46 pm

Ive managed to give a bobcat orders to haul stuff. In other news, a very important lever shall be pulled as soon as the dwarves remove a final wall.

Water is heard rumbling through mysterious plumbing...

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on August 19, 2016, 02:38:11 pm

Time for the party to start. I hope the clowns arrive on time.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: **Gwolfski** on **August 19, 2016, 03:11:03 pm** 

Quote from: Drazoth on August 19, 2016, 02:38:11 pm

Time for the party to start. I hope the clowns arrive on time.

Naah. I'm setting up my new front lawn. Then... The clowns come. Best served hot.

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Hans Keip on August 19, 2016, 03:41:52 pm

Hans read the note on D3's desk. "Hmmm," he said, "Seems they've finally gone completely off the deep-end."

He then stepped out the door and directly into the shadows behind D3.

"I apologize for the inconvenience," he said as he revealed himself, "But I simply cannot stay for impending horror-show. Here's my resignation. I have a baron to return to. Goodbye."

Hans then opened a solid mahogany-wood door that had appeared out of thin air. In the moment the door was open while Hans stepped through Drazoth could hear screams and see fire. Then the door closed and vanished leaving Drazoth alone. It was after a moment of collecting his thoughts that he looked at the paper Hans had handed him.

It was covered in an indecipherable and alien script. It glowed a blinding purple for a moment before the page simply crumbled to dust. Drazoth knew now that Hans would not be returning to Doomforests.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on August 19, 2016, 04:32:04 pm

I really hope no one is playing in the plumbing. 100 zlevels of pressurized water, incoming!

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Dark One on August 20, 2016, 02:49:01 pm

#### **Journal of Dark Two Last Entry**

This is the last entry that I write in my journal. Last entry before the impending doom finally comes. I ordered my knights to gather all the booze they could, grab loads of foodstuffs from farms and kitchens, and prepare everything. And when everything was ready, I ordered to call all civilians, military and dwarves of importance in this fortress. The Festival of Death shall begin soon. I'm writing this entry not to leave a sign that doom finaly came to Doomforests for future adventurers. I'm writing it so they could know that we all have died during the biggest, most crazy and booze-flowing festival they could only imagine, and that they missed it!

#### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Gwolfski on August 20, 2016, 03:11:56 pm

Look, the prize roast is not ready yet. And I probably have a leak in the plumbing. Ah well, 2/3 of the caverns are a sewage system now.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on August 22, 2016, 01:41:05 am

Imic was running along the hallwy. He was surrounded by other dwarves, moving furniture, panicking, crying, carrying all that they owned. They were all going upwards, away rom the impending doom below them. Imic was going down, to survey the damage to the lower parts of astville. As he came down, a stream of water came through a crack in he walls, and began to flood the corridoor. He picked up the other dwarves who were lying on the floor. There was no way he was going downwards. He ran back upstairs.

As he ran into the hall, there was a horrid rumbling noise. He shouted:

'BRACE YOURSELVES!!!'

### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Drazoth on August 24, 2016, 12:26:55 pm

D3 was staring at his hand, where only a moment ago Hans' (for lack of a better term) letter of resignation was. He was trying to puzzle out if the crumbling to ash was supposed to happen or a side effect of the excess energies flowing through out the fort. The moment of hell's release was growing closer, he could feel it in his beard (the most magically sensitive organ of any dwarf). After making a quick check to make sure that the portal device was still working, he felt a rumbling in the ground.

"Looks like that party has started, and it's a mighty big one from the sound of it. Guess I might as well attend. Not like I'll have another chance." And so he wandered off in the direction of the party, seeking booze.

### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 24, 2016, 12:59:04 pm

Meanwhile, in a very walled in residential area, levers were being hastily pulled. Suddenly, the forges lost power, a great reservoir was filling with the mountain's blood.

### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on August 24, 2016, 01:50:48 pm

People were abandoning ship. Several were leaving. Some had lived there their entire lives, and refused to go. Some were crying. Some

were standong. Some were sitting. All of the had the same thought on their minds. Doom. Imic lead some civilians out. 'These were the last from the lower halls. The rest were partying, dead, or refusing to come!' Hugs were exchanged. But not for long. A rumbling came from the deep. An earthquake shook the ground. Masonry fell.

'It's nothing compared to what's coming. This is the end of the line.'
The final doom of doomforests had come. The calm was gone. The storm was beginning.

 $\Omega$ 

Gwolf, plz post some images? We all want to see the doom coming.

### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheFlame52 on August 24, 2016, 02:24:26 pm

Quote from: Imic on August 24, 2016, 01:50:48 pm

Gwolf, plz post some images? We all want to see the doom coming.

I don't think I've ever seen Gwolfski post an image.

### Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on August 24, 2016, 02:55:08 pm

He posted an image of every single trade good that he had traded in his turn in breadbow once. But this is different. This is the final doom of doomforests: the storm has just begun.

# Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 24, 2016, 03:52:56 pm

12 FPS. Slow but steady. Pictures tomorrow

# Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on August 24, 2016, 05:30:31 pm

#### On a New World, Somewhere Far from Doomforest

"Well" said Airith, "Doomforest is finally living up to its name." Airith was sitting in a chair under a tent (underground dwellings where not yet built) next to a river. She was holding a hand mirror with images of the chaos unfolding at her former home. As she was watching the chaos, Drazoth appeared.

"How are the preparations for the Fortress going Airith?" He asked.

"I've built a new world from Armok's Anvil and it has all the qualities we've been looking for. I've picked the place where our next tale will be told as well." She hold the mirror outside her tent at the surrounding scenery to let Drazoth take in their new home.

"Its nice" Drazoth lamely said.

"Well, with just me working here, things aren't up to Legendary status yet, but niether was Doomforest until a certain snail and vampire arrived." Airith retorted.

Drazoth visibly shuddered, "Don't mention that again, we lost a good deal of dwarves to that calamity. Good dwarves."

"Fine, but do tell Gwolfski to hurry it up please... I think I can hear his insane laughter from here. I haven't got all year... well I kinda do, but you get my point. I can't unveil the home of our next story until Doomforest falls." Airith said, clearly impatient (OOC: Hint Hint)

"I'll tell him, just don't expect much, Drazoth out." His image spiraled into nothing, until Airth only saw herself in the mirror.

She sat in her chair sipping Strawberry wine as the sounds of digging drifted to her upon the nice spring breeze.

### Title: Re: The Cleansing of Doomforests: The War of the Cults

Post by: Drazoth on August 24, 2016, 07:32:05 pm

Just so you know, the sequel will likely be in the same world for lore reasons, unless there is gameplay reasons not to be.

Title: Re: The Cleansing of Doomforests: The War of the Cults
Post by: TheFlame52 on August 24, 2016, 07:53:32 pm

Do you mean we'll be regenning the world in 0.43 or are we literally using the same world?

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on August 24, 2016, 09:37:38 pm

I was just going to use unleashing hell as a lame plot excuse for a World Ending Apocalypse, I've had a World genned up on .43.06 for like a week maybe. Just waiting for someone to end this fort. Heck, I already have the New Thread's Template already saved on Word and ready to just upload.

I'm a little prepared you see.

Edit:

Also, I need everyone's in-game avatar and a little Bio (for the New Thread's Home page) just say somthing about your character(s)' back-story or goals. Just PM me that so I'll have a little "Here's The Cast" segment.

Edit: Also, Pick one:

- Abyssmountain
- Doomhole
- DoomedDoom the Doomed Doom of Doomed Dooms

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Imic on August 25, 2016, 02:06:19 am

Doomcastle.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 25, 2016, 02:50:51 am

Heh heh.... You know I have multiple bodies shared by one personality? Heh. Hell is like a private garden.

Edit: Where did you get 43.06 from?

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheBiggerFish on August 25, 2016, 07:17:57 am

**DoomedDoom the Doomed Dooms Doomed Dooms** 

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 25, 2016, 08:25:01 am

May I use a bit of DFhack for story?

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Drazoth on August 25, 2016, 08:54:16 am

What do you intend to do?

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on August 25, 2016, 09:10:33 am

So the name of the New Fort will be unveiled after Doomforest falls. Gwolfski, just get on with it.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 25, 2016, 09:12:55 am

I intend to make bursts in pipes using tiletypes, when the demons invade, so it burns and floods.

Also, I am in progress of writing up a nice ending.

Title: Re: The Cleansing of Doomforests: The War of the Cults
Post by: TheImmortalRyukan on August 25, 2016, 09:19:49 am

Quote from: Gwolfski on August 25, 2016, 09:12:55 am

I intend to make bursts in pipes using tiletypes, when the demons invade, so it burns and floods.

Also, I am in progress of writing up a nice ending.

Make it memorable.

And as for the new fort, I need all of your Bios REAL soon. I need at least Imic's, Drazoth's and Mate's. Anyone else who wishes to give me their Bio may do so.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 25, 2016, 09:26:29 am

I'll write that too. And also look what I got: <u>Spoiler</u> (click to show/hide)



Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheImmortalRyukan on August 25, 2016, 09:30:25 am

Quote from: Gwolfski on August 25, 2016, 09:26:29 am

I'll write that too. And also look what I got: Spoiler (click to show/hide)



THAT is the Bringer of Doom!?!

... yup, I totally see it.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheBiggerFish on August 25, 2016, 09:32:48 am

Needs more eldritch mugs.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Gwolfski on August 25, 2016, 10:21:29 am

That's me.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: Drazoth on August 25, 2016, 10:42:52 am

 $I'll \ send \ my \ bio \ once \ I \ get \ home \ from \ work. \ Nice \ picture \ Gwolfski. \ Very \ fitting \ for \ the \ endbringer$ 

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: TheImmortalRyukan on August 25, 2016, 11:10:17 am

Just changed the name of the thread to reflect our current status.

I have been told by several people to unveil the name of the fort now.

The name of the new fort is Gloom- HEY! Stop eating my shoe!!!

(I guess you'll just have to wait to see the rest;))

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: Taupe on August 25, 2016, 12:02:46 pm

Quote from: TheImmortalRyukan on August 25, 2016, 11:10:17 am

Just changed the name of the thread to reflect our current status.

I have been told by several people to unveil the name of the fort now.

The name of the new fort is Gloom- HEY! Stop eating my shoe!!!

(I guess you'll just have to wait to see the rest ;) )  $\,$ 

If it's Gloomprairie I'mma shit my pants.

Title: Re: The Cleansing of Doomforests: The War of the Cults Post by: TheBiggerFish on August 25, 2016, 12:14:12 pm

Quote from: TheBiggerFish on August 25, 2016, 07:17:57 am

DoomedDoom the Doomed Doom of Doomed Dooms

DO(OM) IT.

# Title: Re: The End of Doomforests: For Doom the Bell Tolls Post by: Salmeuk on August 25, 2016, 12:55:43 pm

Taupe, I hope you are planning on writing for the new one, your diaries were the best shit ever and I want to read more!

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: AllergicToMyself on August 25, 2016, 01:20:30 pm

I can't believe this clusterfuck lasted as long as it did. I posted in the original thread about...page 60 or so?

A new fort, eh? After all this time Doomforests hasn't let up, but it seems to be coming to a close.

Sad to see it end. But, I'd like to be an active part of the sequel. ;D

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: Gwolfski on August 25, 2016, 03:35:05 pm

((I can't find the images, will add them if I find 'em))

This was it. Months of mysterious tunneling where ended. The ritual sacrifice was thrown down the shaft. Levers were pulled.

And this is where it all went wrong. Pipes burst. Water spewed everywhere, but thanks to Imic, everybody was too drunk to care. Except one. Locked up for the past year, he schemed. It was nearly ready. But the miners were dead.

A pick, a pick! These words rang through the halls. Then it was found. A fine iron pick, imported from the mountainhome itself. So he raced down cramped tunnels, splashed through puddles of moisture, and swung. Water went everywhere, he ran. The wall burst, he was swept unconscious.

Meanwhile, a drunk dwarf snapped. He broke in to the locked chambers, and pulled all the damn levers he could find.

THUNK. THUNK. THUN-Crash. The final support, released in an ill-timed manner, broke the thin cyan floor. Demons swarmed up, but were met with a wall of water that came to early.

KRUNK went the gears. The water ceased. But no good was for the fell clowns, as the blood of the mountains itself swept in.

Meanwhile, washed up through a storm drain, the engineer awoke. He heard the machinery, and knew he was doomed. Unless...

High above, ancient floodgates holding back a new vigorous force burst. Upper Doomforest flooded. Water rushed down the stairs.

Below, the engineer struggled through the raging torrent, reaching the control room. Seeing the damage sent a wave of rage through him, causing him to punch the tantrummer's jaw off. The fool wrecked everything! But hope! It was for this very reason a small grey switch was built. A ghetto solution, but a solution never the less. Overworked axles smoked as stressed gears sparked, and a great pendulum was set in motion. For this was the very weapon against hell itself. In awe of this, the ceiling promptly collapsed. This went on for many days, Demons slaying all the living. They never noticed the masterful steel door hidden among 200 masterful engravings of doors.

The engineer awoke to an olm in his ear. It was time. Racing down half-flooded hallways, he reached the candy spire. The supplies were in place. A bucket and a seed, no more, no less, to fight reality itself.

It was about this time a dwarven caravan reached the sogged Depot to trade. They were met by their prime minster making a tactical retreat, but it might be fleeing in terror just as well. Then the main hall burst into flame ((think like the gate at the Lonely Mountain when Smaug attacked, in the Hobbit, only from the inside.)) They fled. Doomforest had fallen.

Deep, deep below, mud sloshed onto the ground. A seed was placed. And the world burst into whiteness. Four sided triangles and wheels with a pi of 3 appeared. For strawberries had been grown in hell. Reality fought back, expelling this place into a new dimension.

The engineer knew it was as it had to be, and so he waited to step into the proper world at the proper time. A nice strawberry wine soothed his nerves.

THE END

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: TheImmortalRyukan on August 25, 2016, 04:56:50 pm

http://www.bay12forums.com/smf/index.php?topic=160209.0 (http://www.bay12forums.com/smf/index.php?topic=160209.0)

Well, come join Doomforest Part II

Title: Re: The End of Doomforests: For Doom the Bell Tolls Post by: PsychoAngel on August 25, 2016, 05:34:54 pm

This school year, my schedule appears to be a bit looser, so I may be able to play a larger role in 2.0. If anyone missed it, I also got new equipment about a month ago, which means I will be able to play the game effectively past year 3.

Title: Re: The End of Doomforests: For Doom the Bell Tolls Post by: Drazoth on August 25, 2016, 09:50:47 pm

OOC: Before we all get started on the new fort, prehaps we should RP the final moments of this beautiful shit-pit.

D3 was at the party, getting rather more drunk than normal, even by dwarven standards, and having one final chat with DO2. It was good to say goodbye to the only pseudo-friend he had left in the fort. He knew that once the demons were free, they'd take control of all the energy that this place had absorbed, and likely be able to conquer/destroy the world with it. He mentioned that he did send word to the family regarding this, in the hopes that they might be able to do something about it.

After D3 had parted ways with DO2, and was refiling his flask with rum, he felt the tremor, and knew the time was upon them. Racing, he headed straight for his office, and the portal device within. He had hoped he would of had more time, he hoped now that he wasn't too late. This world falling to the demons was one thing, the risk of them being able to travel to other worlds freely was unthinkable. In hindsight, maybe he should have destroyed the device, but deep down he was a somewhat selfish dwarf, and had wanted a chance to escape with his life.

The tremors grew greater and louder as he ran through obscure passages deep underground, hoping the his destination had not been

flooded already. Just as he turned the final corner he came face to face with a demon, A hulking ox shaped thing, with 3 heads and 10 muscular arms, with 3 of them serving as legs. It's long, matted fur was a dull purple, though there were large patches of it covered in what D3 knew to be dwarven gore.

"Hello there good sir and or madam, if it isn't an inconvenience, could you please step aside, there is something I must attend to in my chambers before you kill me."

The demon looked puzzled for a moment, then moved to smash D3's head in with the arm located on it's forehead when D3 held up his hand. He rummaged around in his pocket for a moment before pulling out D0's gift. Activating it, his constructs began to pour out and they charged the demon, quickly swarming it. D3 knew that it wouldn't be long before all the excess energies being released from hell overwhelmed his constructs and destroyed them, but he hoped it would buy him the few moments he needed.

Ducking into his room, slamming the door and shoving as much as he could in front of it, he quickly moved to the portal device. He removed it's power source and connected in the the stone floor, powering it with the energies that filled the fort. Just as he was setting the controls to open the portal, the demon barged in, bloodied from the constructs attack, but far from dead. It rushed him, but just before it reached him, something latched onto the demon's face and began attacking it. Pausing, D3 looked at the thing before recognizing it. It was Faustus, the little messenger construct he used to play his little game with Don Pedro. Before he lost himself in nostalgia, he quickly opened the portal and went through. A moment later and the portal overloaded, destroying Faustus and the demon, as well as every worldly possession D3 had aside from his clothes, his flask, some gold coins he happened to have on him, that little pocket radio he got during his inter-dimension jaunts and his journal.

Dazed, D3 wakes up face down in sand. Standing, he looks around and sees a small community off in the distance. Seeing no other potential destinations he walks towards it. Patting his pockets, he finds his flask and takes a drink. When goes to put it back he notices the radio and takes it out. After some fumbling he gets it working and tunes into what thinks is some sort of local news station. As he walks into the town, the smooth voice of the radio host gives him a small hope that things will be okay here, and that he can begin a new life here.

Meanwhile, in an other plane all together, Drazoth is sitting apart from the other watchers. While they work to set up the new fort, he sits and smiles to himself. While he doesn't normally go out of his way to help his minions, and much less does he ever directly interfere on the mortal plane like that, in this instance it felt right. Afterall, D3 had served him well, and activating Faustus like that didn't take much effort. Besides, he felt like at least one dwarf from that doomed place deserved a happy ending, so why not his own minion. With that dealt with, he rejoins the others, and resumes his scheming. This time, things will be different. This time, he will **Win**.

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: TheImmortalRyukan on August 25, 2016, 10:22:00 pm

#### Events of 21st Granite, 01 A.D. (After Doomforest)

When the final cries of the dwarves finally vanished, and eerie quite set upon the whole world, as if the very planet and its inhabitants held their collective breath. Nothing ever came out of the ancient fortress, nor did any return who went to explore what had happened.

Emperor Smunstu I walked upon the road, his only belongings in the world now his clothes upon his back, a few pouches, a flask of ale, and his sword at his side. His destination? He knew not. All his mind would comprehend was that he had to move. Move as far from that place as he could.

"Do you even know where to go?" asked Ryukan as his spirit formed to his side from his sword.

"Must... go... away..."

"Very well then." Ryukan waved his hand, a bright light flashed and in front of him was a digital display, one of a more Modern period would even say a hologram. Ryukan typed his hands upon his keyboard and started imputing commands into a window labeled DFHack. Smunstu stared at this with idle fascination, his broken mind unable to comprehend it.

"There we go." Ryukan said as Smunstu crumpled to the ground asleep. "Now to delete those negative thoughts... now to memory... erasing relations as to avoid further emotional damage... There! Done." Ryukan said, and Smunstu's body went from a restless sleep to a peaceful slumber.

"System Command!" Ryukan shouted to no one in particular, "T.P. NPC Smunstu to location Gloomdiamond!" Smunstu's body pixelated into nothingness.

"System Command! Delete World!" A small window appeared reading "Are you sure?" Ryukan pressed "Yes." The very world shook as the edges began to pixelate and disappear. The cries of millions arose and vanished almost as quickly.

"System Command! T.P. Admin Ryukan to Watcher's Waiting Room!" As Ryukan's ghost began to pixelate, he looked around one last time as the world he had lived in for the past few years.

"Goodbye" He said as he and the world ceased to exist.

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: Imic on August 26, 2016, 12:56:09 am

well.

that was anticlimactic.

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: TheFlame52 on August 26, 2016, 08:11:50 am

Flame and the others finished walling off the staircase. She sagged in relief as she heard scratching from the other side. Just in time. She led her group out of Doomforests, away to who knows where. Oh well. There will always be demand for legendary smiths...

Title: Re: The End of Doomforests: For Doom the Bell Tolls
Post by: Dark One on August 26, 2016, 01:01:11 pm

The Doom was inevitably coming while dwarves were partying at the festival. Dark Two and his knights did their best to make it grandest festival in the world... and they have succeeded. Many dwarves have come, citizens too poor to move on to another settlement or unaware of their fate. Only few knew what was coming and either escaped a moment after receiving the note, or shown themselves at festival for a short while then left. Dark Two spent the festival drinking as much booze and eating as much as he could, merrily spending his time with others. When he was drunk enough to forget about demons, Drazoth the Third appeared for a short chat. A few barrels of ale and rum later Drazoth had to leave, at this time most dwarves that attended to festival have blacked out, rest drinking or brawling. Then the demons finally came from their hellhole and began the slaughter. Drinking too much even for a dwarf, Dark Two's vision was highly altered by alcoholic visions. He died a happy man, seeing a deadly hulking brute demon as the most attractive dwarven woman coming close to him...

Title: Re: The End of Doomforests: For Doom the Bell Tolls Post by: Taupe on August 27, 2016, 06:07:10 pm

Quote from: Salmeuk on August 25, 2016, 12:55:43 pm

A new fort, eh? After all this time Doomforests hasn't let up, but it seems to be coming to a close.

Taupe, I hope you are planning on writing for the new one, your diaries were the best shit ever and I want to read more!

I so don't have time to do that, sadly. My schedule is super filled, and random apparitions on the forums are as much as I can dedicate to DF these days.

#### Title: Re: The End of Doomforests: For Doom the Bell Tolls Post by: Imic on August 28, 2016, 12:38:58 am

Quote from: Taupe on August 27, 2016, 06:07:10 pm

Quote from: Salmeuk on August 25, 2016, 12:55:43 pm

A new fort, eh? After all this time Doomforests hasn't let up, but it seems to be coming to a close.

Taupe, I hope you are planning on writing for the new one, your diaries were the best shit ever and I want to read more!

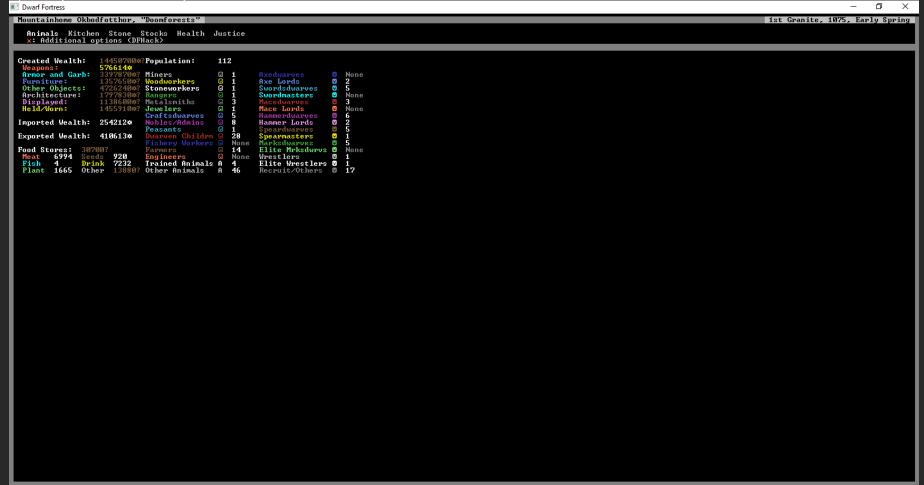
I so don't have time to do that, sadly. My schedule is super filled, and random apparitions on the forums are as much as I can dedicate to DF these days.

I know the feeling.

Title: Re: The End of Doomforests: That Final Turn that Never Came Post by: TheImmortalRyukan on December 27, 2016, 09:46:03 pm

I have decided to finish it. The ending it got, wasn't good enough, so, until the fort's fall, no matter how many years it will take, I will steer it, as its last overseer, pray for me. I honestly think it deserves a proper burial in the forums.

Spoiler (click to show/hide)



#### Title: Re: The End of Doomforests: That Final Turn that Never Came

Post by: NCommander on December 27, 2016, 10:42:01 pm

I won't mind helping to bury the corpse, could make everyone fight each other:)

Title: Re: The End of Doomforests: That Final Turn that Never Came Post by: Imic on December 28, 2016, 01:55:54 am

Good luck. Rping will be done in excess at my gloomdiamonds turn.

Title: Re: The End of Doomforests: That Final Turn that Never Came Post by: TheImmortalRyukan on December 29, 2016, 05:01:54 pm

Just dont expect me to post updates regularly here, this guite literally, an off-time project for me.

Title: Re: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: TheImmortalRyukan on June 01, 2017, 09:11:17 am

I said I would end it, and I will. Seeing as the Dwarves of Doomforest have killed off all the credible threats on the surface, I will apply a liberal dose of dfhack to create an ending worthy of this famed fort.

No enemy has ever breached The Main Gate after the Sign of Flame was placed there.

There is always a first

Spoiler: The Gate of Flame (click to show/hide)



Title: Re: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: TheFlame52 on June 01, 2017, 12:13:13 pm

Awesome! Also, apparently my sigil doesn't look as good in square tilesets.

Title: Re: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: Imic on June 01, 2017, 12:57:16 pm

This is going to end well! Or at least, it will be !!FUN!!

Title: Re: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: Drazoth on June 01, 2017, 10:58:42 pm

This ought to be some good !!FUN!! I'll alert Hans.....

Title: Re: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: TheImmortalRyukan on June 02, 2017, 08:36:12 am

Modder needed, my plan for the end requires more umph than Vanilla DF can provide, I have an idea, but am in need of a some-what talented modder

Title: Re: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: TheFlame52 on June 02, 2017, 12:38:16 pm

I can mod sort of and I'm pretty good with DFhack. Wotcha need?

Title: Re: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: TheFlame52 on June 02, 2017, 06:26:38 pm

Flame Rërithugog, Modder withdraws from society...
Flame Rërithugog, Modder has claimed a save file.
Flame Rërithugog, Modder has begun a mysterious construction!

Title: Re: The End of Doomforests: Dragon-Fire and Dwarven Steel Post by: TheImmortalRyukan on June 03, 2017, 08:46:02 am

Quote from: TheFlame52 on June 02, 2017, 06:26:38 pm

Flame Rërithugog, Modder withdraws from society... Flame Rërithugog, Modder has claimed a save file.

Flame Rërithugog, Modder has begun a mysterious construction!

Thanks Flame, your creation will help me bring about Doomforests' doom.

In all honesty, if this fails to kill the fort, nothing will. If this fails, I will, just leave these dwarves to live their well deserved lives

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